computer and video games

Bumper Xmas issue! 132 pages of festive videogaming!

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ESSENTIAL XMAS CRACKERS!

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grand theft auto Vice city

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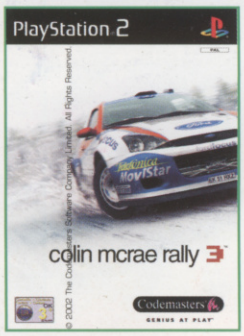
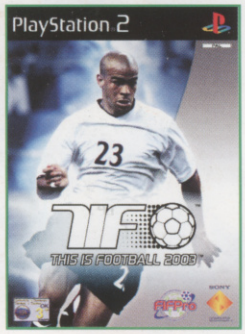


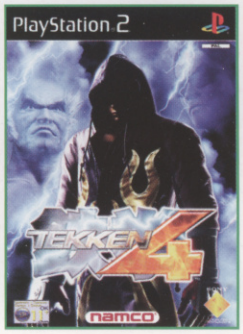
Colin McRae Rally 3

Red Faction II

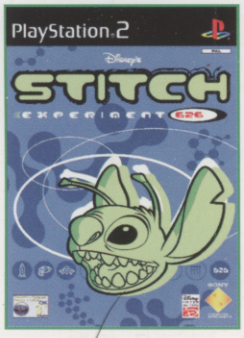
Formula One 2002



This Is Football 2003



Tekken 4



Stitch Experiment 626

Spyro 2 Enter The Dragonfly

The Simpsons Skateboarding

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IN THIS ISSUE

MASSIVE REVIEW

grand theft auto vice city

HUUUUGE EXCLUSIVE

GAME BOY ADVANCE

PS2

GAMING GOLIATHS!

p.28 POKEMON RUBY AND SAPPHIRE!

p.124 GRAND THEFT AUTO: VICE CITY

HAPPY XMAS!

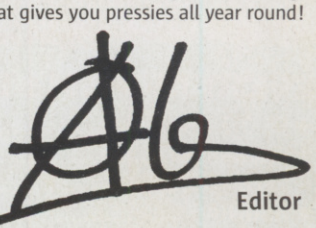
Got your Christmas list sorted yet? Let me guess, GTA: Vice City is somewhere near the top, right? Good, because it should be, scoring a whopping 10 out of 10 in the CVG you're about to thumb through. And because it's the game *everyone* is desperate for, we've pulled out absolutely all the stops to give you a giant Vice City map that'll help you through the first few days on the streets and also find some really cool stuff.

That's not the only present we're giving you lot, either. Like the videogaming Santas we are, we've got five Xboxes to give away, so you could be playing Blinx even before you've unwrapped that massive pressie that's under the tree with your name on it!

And if you're tooled up with Microsoft's monster console, you're all set up to play Splinter Cell, that super stealth 'em up that's putting Solid Snake to shame. Christmas cracker? You bet.

In fact, the festive spirit is flowing so freely on CVG, we're also giving away Band Of Brothers limited edition DVD box-sets and cool new FIFA pads. Flick to page 21 to find out how to get your mitts on this cool gear.

So start celebrating with the mag that gives you pressies all year round!



Editor

49 GAMES RATED! INCLUDING...

TONY HAWK'S 4

p.80

Why the Hawkster's latest belter is better than ever – but still doesn't rate a perfect 10/10.

PS2 XBOX

SPLINTER CELL

p.84

Xbox gets its own Snake-beater. One of the best reasons yet to buy the big green behemoth

XBOX

JAMES BOND 007: NIGHTFIRE

p.86

Guns, gals and gadgets galore! Bond's back on top form

PS2 PC CD ROM GAMECUBE XBOX

YU-GI-OH!

p.92

Make way for the Next Big Thing from Japan! The first wave of games is here. Next stop, global domination!

PSone GAME BOY ADVANCE

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XMAS 2002

THE GETAWAY

NEARLY GOT AWAY!
But CVG finally tracked down code to its Soho hideaway and thrashed it mercilessly. Was it worth the wait?

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STEEL BATTALION

MECH MADNESS EXPLAINED
How it works and why it deserves to be as colossal as the monsterous mechs you pilot!

CVG GOES POSTER POSTAL

DOUBLE DELIVERY!
Not one, not two but FOUR new ways to hide that rubbish Thomas The Tank Engine wallpaper. Not that *you* have any, eh, kiddo...

EXTENDED PLAY

KINGDOM HEARTS p.72
Need to save the kingdom and beat the bosses? Here's how to get the most from Square's masterful Disney collaboration on PS2

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You've got a lot to learn, sunshine. Over 28 square miles of London's streets, motors, drug dens, strip clubs, criminals and guns, captured in perfect detail. This is the Getaway. Ready to talk the talk?

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THE PARANOIA PLACE THE SADISTIC PLACE THE HOSTILE PLACE THE THIRD PLACE

PlayStation.2

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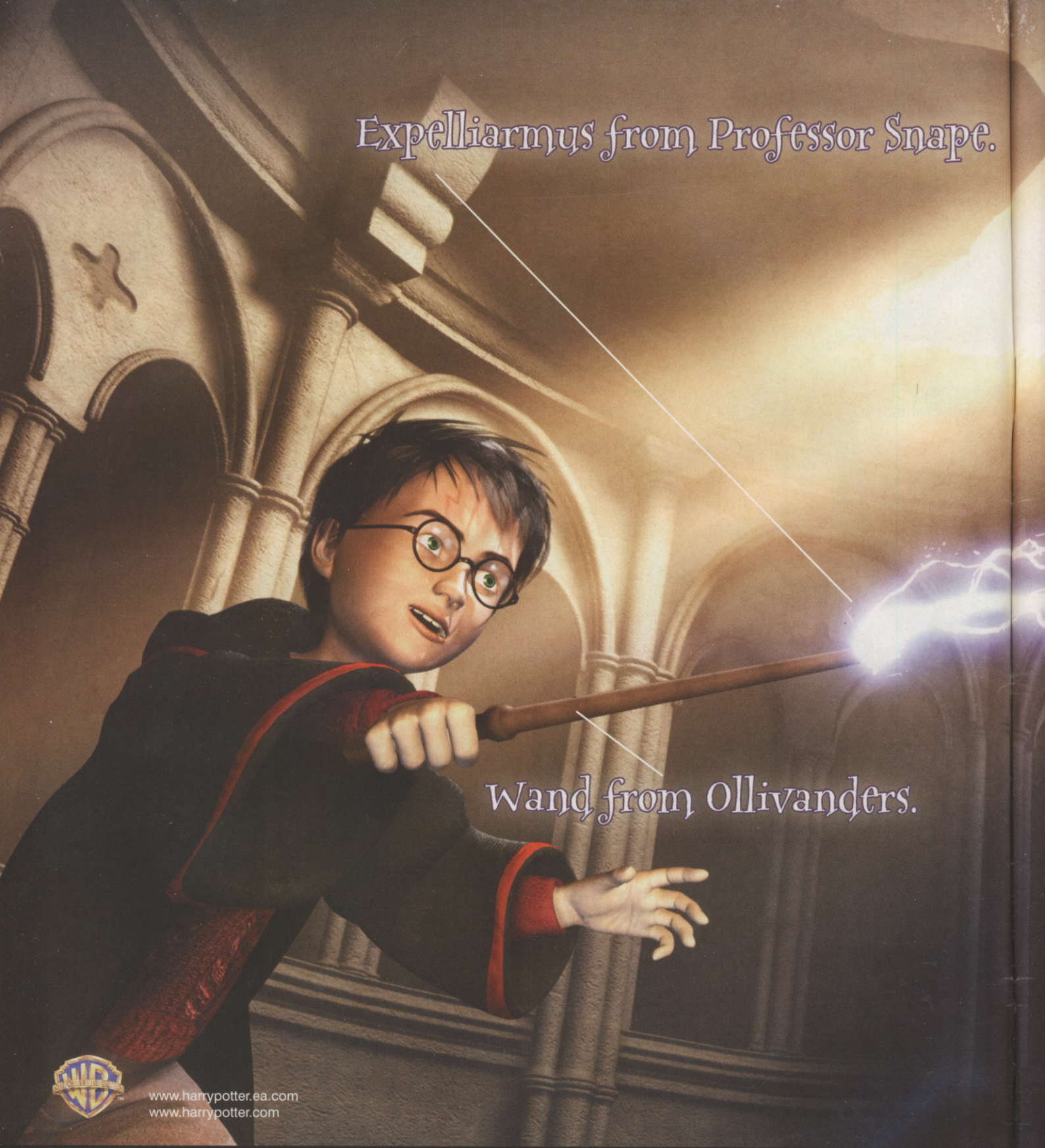

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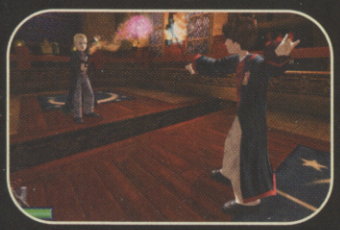

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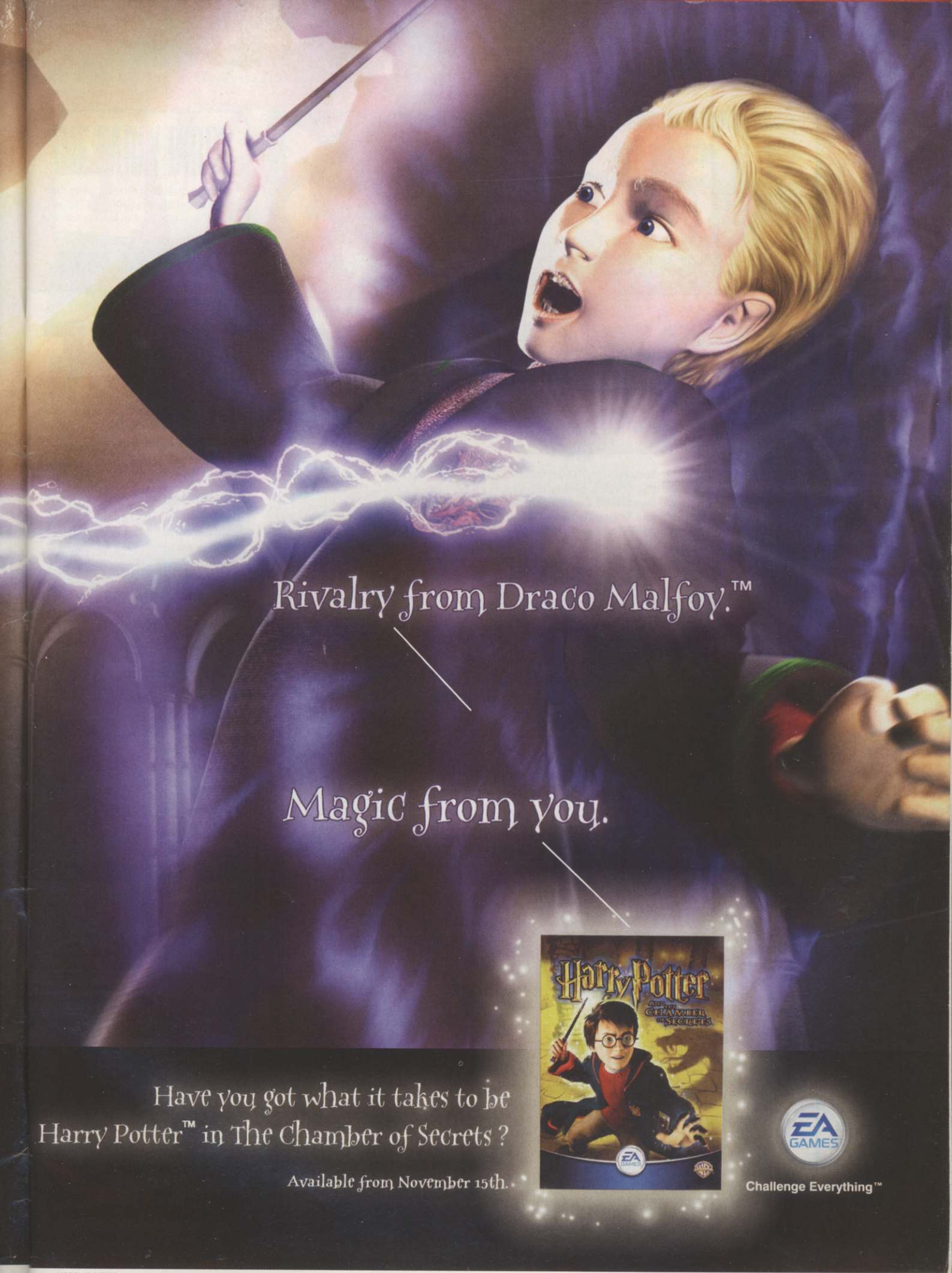

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(s02)

F-ZERO - P11
Cranking up the Gs. Blinding new pics

WAR OF THE MONSTERS - P11
First look! It's a beast

CHAMPIONSHIP MANAGER 4 - P15
New stat-tastic details and screens

WIN BAND OF BROTHERS DVD - P15
Nuff said!

PLANET CVG

THE HOTTEST GAMES & GOSSIP FROM AROUND THE GLOBE

PS2 SPRINGS ONLINE

EXPOSED: UK DATE AND PLANS FOR PLAYSTATION 2 ONLINE GAMING

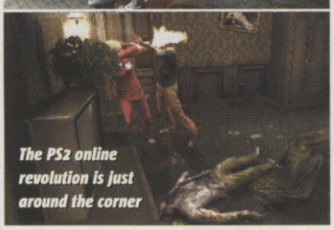
CHECK OUT LOADS MORE RES EVIL STUFF ON PAGE 20

Sony has finally confirmed that PS2's online gaming service will be launched in the UK in spring 2003. And France, Germany, Spain and Australia are set to join the PS2 online community soon after its release in here. So blow the cobwebs out of that gaping hole in the back of your machine because we're about to enter a new frontier on PlayStation 2.

A Broadband Gaming Pack, costing £44.99, will be available at launch. However, this doesn't include the monthly fee for your broadband provider. What your starter pack does get you is a PS2 Ethernet Network Adaptor, a start-up disc featuring demos of upcoming online games, a free game, a packet of M&Ms and a party hat. Sorry, news just in, no sweeties or hats will be included for safety reasons.

Ten online titles, including SOCOM: US Navy Seals, This Is Football 2004 and World Rally Championship Online, will be available from day one. However, Sony is yet to confirm which game is to come free in the Broadband Gaming Pack. "It will be simple to set up, exciting to play and affordable," said Chris Deering, President of SCEE.

Resident Evil Online: no date yet, but it's gonna be a monster



The PS2 online revolution is just around the corner

A ruthless conflict is brewing between Sony and Microsoft, with Xbox Live! launching on March 14. So that leaves Nintendo. Rumours of an announcement are growing on the industry grapevine, so keep checking into Planet CVG!

PS2 ONLINE	XBOX LIVE!
LAUNCH DATE	
SPRING 2003	14 MARCH 2003
COST	
£44.99	£39.99
STARTER PACK	
PS2 ETHERNET NETWORK ADAPTOR, START-UP DISC FEATURING DEMOS OF UPCOMING ONLINE GAMES, FREE GAME	COMMUNICATOR HEADSET, 12-MONTH SUBSCRIPTION TO THE LIVE! SERVICE, FREE ONLINE VERSIONS OF MOTO GP AND WHACKED!
NUMBER OF ONLINE GAMES FROM LAUNCH	
10	5
NUMBER OF GAMES PROMISED BY END 2003	
TBC	50

Z.O.E 2 - P18
Exclusive new shots, hands-on excitement

RESIDENT EVIL ONLINE - P20
It's true! Here are the first pics to prove it!

LAST MINUTE NEWS!

XBOX 2: IT'S A BEAST!

Nintendo isn't the only one woking on new hardware. Rumour has it that Bill's boys have already been telling developers what sort of muscle they'll need to work with Xbox 2. Pentium 4, 2.8Ghz CPU, 512Mb of RAM, and NV30 graphics chip, to be precise. It's a PC!

THE EARLY BIRDS

Ten new network-enhanced games are set to launch alongside PS2's online service next spring.

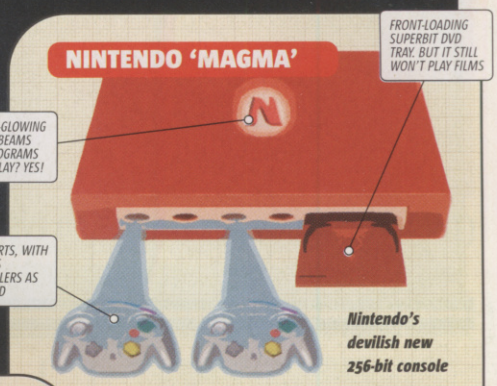
NEW NINTENDO CONSOLES!

NINTENDO ARE STILL IN THE CONSOLE GAME. FACT

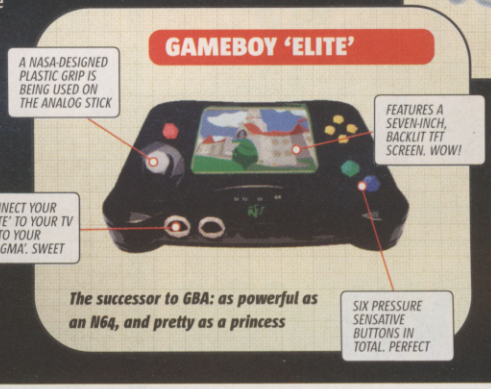
At a recent conference in New York, Nintendo announced that it is currently developing the successors to GameCube and GBA. This awesome news crushes the strong rumour that Nintendo was to do a Sega and cease developing consoles, focusing solely on creating games.

No details have been released regarding the technology in development for either of the new consoles. But if previous trends are anything to go by, we expect GameCube's successor will be no less than a whopping 256-bit machine, and no doubt wireless controllers will come as standard. And as for Game Boy Advance's future replacement, how does a backlit handheld as powerful as an N64 sound? The leap from GBC to GBA was almost as dramatic. Please let it be so!

2005 is the date Sony has set for the launch of PS3, and Microsoft big cheese Ed Fries has just announced that the follow-up to Xbox is scheduled for release before PS3. So although Nintendo hasn't yet given a preliminary release date for its new consoles, 2005 is looking likely. We don't want to wish away time but...



Nintendo's devilish new 256-bit console



The successor to GBA: as powerful as an N64, and pretty as a princess

NAUGHTY NINTY

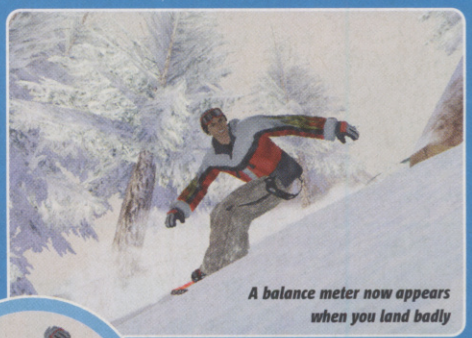
On 30 October The European Commission slapped Nintendo with a £95m fine for price-fixing across Europe from 1991 to 1998. The fine certainly will dent Nintendo's wallet, but shouldn't hinder the development of its new consoles. But it's appealing against the size of the penalty anyway. More when there's anything new.

1080°: COULD BE CARVING ONTO GC BEFORE LONG

SNOW BUSINESS

Recently renamed 1080°: Avalanche, Nintendo's killer extreme snowboarding title is looking the business.

And sources claim that it might be slipping its way onto UK shelves as early as February 2003. Ripper! CVG will be bringing you a full hands-on playtest soon enough, but till then check out this fresh assortment of sick screens from Nintendo's upcoming chilly thriller.



A balance meter now appears when you land badly

X and B buttons: used to perform big air tricks

Avalanche features blinding powder effects

Press the Y button or the left trigger to cushion your landing

Fame! I'm gonna live forever

DEVASTATION ON PLAYSTATION! HARD KNOCKS ON YOUR XBOX!

PYJAMA CLAD PSYCHOPATH

(THE HARDEST SHAOLIN MASTER TO EVER DON A HEADBAND. HE'S HARD AS NAILS. FROM THE WHITE CORNER IIIIIIIT'S RYU)

VS.

MUTTON-CHOPPED SLICER AND DICER

(AN ADAMANTIUM ENDOSKELETON AND NO SENSE OF HUMOUR. WON LAST 7 FIGHTS BY DECAPITATION. A.K.A. WOLVERINE)

SEXY NINJA VIXEN

(SHE'S SWEET. SHE'S CUTE. SHE'S HERE TO CAUSE TROUBLE... COMING STRAIGHT OUTTA CHINA IIIIIIIIIIIIIIIIIIIIT'S CHUN LI)

VS.

LYCRA CLAD WEBSLINGER

(WALL SCALING HIGH FLIER WITH A MUTANT ATTITUDE. HE'LL WRAP YOU, TRAP YOU, THEN SLAP YOU. HEEE'S SPIDER-MAN™)

MARVEL VS. CAPCOM 2

AWOL SQUADDIE IN A STROP

(ON POINT AND IN FULL EFFECT, THIS MEAN MARINE IS READY FOR COMBAT. STEP UP AND SALUTE THE JUNGLE COMBAT SPECIALIST A.K.A. GUILE)

VS.

MOODY MAN MOUNTAIN

(WEIGHING IN AT 'DAMN-I-JUST-BROKE-THE-SCALES', IT'S THAT MEAN GREEN WAR MACHINE AFFECTIONATELY KNOWN AS THE INCREDIBLE HULK)

& OTHER GREAT FIGHTS. 56 PLAYABLE FIGHTERS. 3-ON-3 TAG TEAM ACTION. MULTIPLE COMBAT MODES. PERFECT.

PlayStation.2 XBOX CAPCOM MARVEL

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In The Sh*t

Get your brain in gear cos if you don't use your head, you'll soon lose it. Sneaky old CVG recently managed to infiltrate Take 2 and covertly nick off with top-secret information disclosing all the tactics you'll need to use in order to avoid meeting a gruesome death in Vietcong on PC. So study these and you'll be prepared for the worst.

EXCLUSIVE!

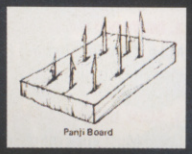
KILLER BOOBS

Check your field manual while creeping through the undergrowth. This invaluable little handbook will show you the types of booby traps you might face, how to recognise them, and how to disarm them. But it's always wise to send your point man – a local – to perform a quick recce, because he'll spot them more easily than you.

BAMBOO WHIP: turns you into pincushion-man

SPIKY LOG: a mean torso-puncturing device

BOX TRAP: step in one and forget walking again



PANJI BOARD: Extreme acupuncture. Arghh!

CALL IN THE AV CAV

Equally as valuable as your field manual is your map. Well, you need to know where you are, don't you? You can pinpoint certain areas on it, and call in mad 'n' merciless air strikes.

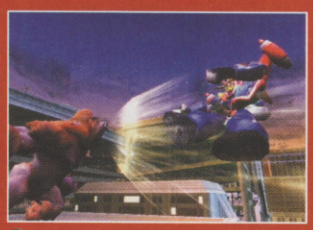
Whip out your map and then radio in an airborne attack

On The Rampage

Stomping onto PS2 in March 2003 will be War Of The Monsters.

Sony's upcoming colossal fighter sees you and three other creatures, all the size of skyscrapers, duke it out in 12 dazzlingly destructible metropolises. Smash through loads of single- and two-player game modes, including Adventure, Endurance, and Elimination. It's gonna be huge.

Pick up enemies and chuck them at stuff



Scream till their eardrums explode

Inpired by sci-fi horror films of the '50s and '60s

Mantis monster: "I'm stayin' out of this one"

The environments are fully destructable

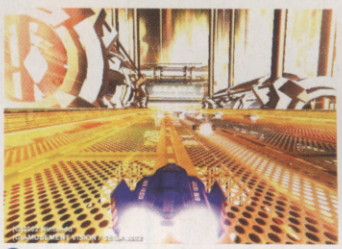
The 8:15 to Croydon hits a slight delay

Thwack! The combat is mighty explosive

Mantis vs Tin Man: things are gonna get ugly

Check out this fella's Buzz Lightyear-style jetpack

Royal rumble: the screen pulses with activity



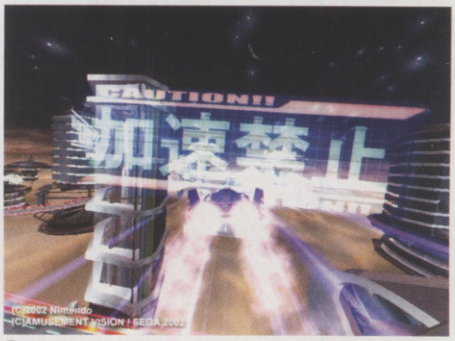
A far cry from those blocky N64 textures

The ROB bot of NES fame is lurking in behind

SONIC VA-VA-VOOM!

Sega and Nintendo have teamed up to create the latest F-Zero title for GameCube, and from what we've seen so far it's truly unbelievable.

The in-game race action is looking outrageously manic and pumped full of adrenalin. CVG has managed to bag a handful of stunning new screens of it in action. Watch you don't blink or you might miss 'em.



If you thought the last game was fast, this'll knock you out

CUTE E-PIE

Nintendo's first series of Animal Crossing e-Reader cards have just gone on sale in the US for $2.99 per pack. Each pack consists of five collectable cards, and there are a total of 66 to collect – 60 characters, two patterns and four town tunes.

Next month we get hands-on with Animal Crossing, and the whole e-Reader thang. Innit.

Animal Crossing e-Reader cards: now available in the US

CVG CHARTS

Jump in and we'll take you all the way to Chartsville

RELEASE DATES

GC	ACE GOLF	NOV 22
GBA	ANIMAL SNAP	NOV 22
PC	BATTLE REALMS: WINTER OF THE WOLF	NOV 22
PC	BATTLE REALMS GOLD PACK	NOV 22
XB	BLACK STONE MAGIC AND STEEL	NOV 22
XB	CHAMPIONSHIP MANAGER 2002/2003	NOV 22
PC	CIVILISATION III: PLAY THE WORLD	NOV 22
GBA	DEMON DRIVER	NOV 22
GBA	DUNGEONS AND DRAGONS: EYE OF THE BEHOLDER	NOV 22
PC	EVERQUEST: RUNES AND SCARS OF VELIOUS	NOV 22
PC	EVERQUEST: PLANES OF POWER	NOV 22
PS2	HAVEN: CALL OF THE KING	NOV 22
GBA	INTERNATIONAL KARATE PLUS	NOV 22
XB/GC	JEDI KNIGHT II: JEDI OUTCAST	NOV 22
PS2	KINGDOM HEARTS	NOV 22
PS2/PC	KNIGHT RIDER	NOV 22
XB	MECH ASSAULT	NOV 22
XB	METAL DUNGEON	NOV 22
PS2	STAR WARS CLONE WARS	NOV 22
PS2	TIGER WOODS PGA TOUR 2003	NOV 22
XB/GC	TONY HAWK'S PRO SKATER 4	NOV 22
XB/PS2	SUPERMAN: THE MAN OF STEEL	NOV 22
XB	ROBOT WARS – EXTREME DESTRUCTION	NOV 22
GC	STAR FOX ADVENTURES	NOV 22
GBA	METROID FUSION	NOV 22
GC	ROCKY	NOV 22
PS2/XB/GC/PC	JAMES BOND 007: NIGHTFIRE	NOV 29
PS2	RALLY FUSION: RACE OF CHAMPIONS	NOV 29
PS2	4X4 EVO 2	NOV 29
PC	ACE LIGHTING	NOV 29
PS2	AUTO MODELLISTA	NOV 29
GC/GBA	BARBARIAN	NOV 29
XB/PS2	BIG MUTHA TRUCKERS	NOV 29
PS2/GC	BMX XXX	NOV 29
PS2	DRAGON BALL Z: BUDOKAI	NOV 29
PS2	DROME RACERS	NOV 29
XB/PS2	DYNASTY WARRIORS 3	NOV 29
PS2/GBA	HALLOWEEN	NOV 29
PS2/GC/GBA	HOT WHEELS: VELOCITY X	NOV 29
PS2	HOT WHEELS: OVERDRIVE	NOV 29
PS2/GC	SPYRO: ENTER THE DRAGONFLY	NOV 29
PS2	THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING	NOV 29
PS2	WORLD RALLY CHAMPIONSHIP II EXTREME	NOV 29
PS2/GC	STAR WARS BOUNTY HUNTER	NOV 29
PS2	RUN LIKE HELL	NOV 29
PS2/GC	JIMMY NEUTRON, BOY GENIUS	NOV 29
PS2/XB/GC	X-MEN: NEXT DIMENSION	NOV 29
PS2/XB/GC	MINORITY REPORT	NOV 29
PS2	ROBOCOP	NOV 29
XB	TOM CLANCY'S SPLINTER CELLS	NOV 29
PS2	CHOP LIFTER	NOV 29
XB	MARVEL VS CAPCOM 2	NOV 29
XB	TOM CLANCY'S GHOST RECON	NOV 29
XB/PS2/GC	NBA LIVE 2003	NOV 29
PS2/XB/GC/GBA	LEGENDS OF WRESTLING 2	NOV 29
XB	DEAD TO RIGHTS	NOV 29
GC	KNOCKOUT KINGS 2003	NOV 29
GC	SUM OF ALL FEARS	NOV 29
XB	DYNASTY WARRIORS 3	NOV 29
GC	MYSTIC HEROES	NOV 29
XB	METAL DUNGEON	NOV 29
XB	OPERATION FLASHPOINT: COLD WAR CRISIS	NOV 29
GC	MARIO PARTY 4	NOV 29
GC	SCORPION KING: RISE OF THE AKKADIAN	NOV 29
GBA	STAR WARS: EPISODE II THE NEW DROID ARMY	NOV 29
GBA	SIM CITY	NOV 29
GBA	STREET FIGHTER ALPHA 3	NOV 29
GBA	ROAD RASH JAILBREAK	NOV 29
GBA	GRAND THEFT AUTO 3	NOV 29
GBA	WORMA BLAST	NOV 29
PS2	SIMPSONS SKATEBOARDING	DEC 6
PS2	MORTAL COMBAT DEADLY ALLIENCE	DEC 6
PS2	APE ESCAPE 2	DEC 6
PS2	TOM CLANCY'S GHOST RECON	DEC 6
PS2	ALPINE RACER 3	DEC 6
XB/GC	MEDAL OF HONOR: FRONTLINE	DEC 6
XB	TIGER WOODS PGA TOUR 2003	DEC 6
GC	BOMBERMAN GENERATIONS	DEC 6
GC	SUPER BUST-A-MOVE 3000	DEC 6
PS2	THE GETAWAY	DEC 13
XB	MORTAL KOMBAT: DEADLY ALLIANCE	DEC 13
XB	CRIMSON SKIES	DEC 13
GBA	TONY HAWKS PRO SKATER 4	DEC 20
PS2	GLADIATOR WRESTLING	DEC 20

RELEASE DATES SUBJECT TO CHANGE

CVG MOST WANTED

1. POKÉMON RUBY & SAPPHIRE (GBA)
Paul: "You'll be playing this till the Miltanks come home"

2. METROID PRIME (GC)
Mike: "I'm just itching for the time when I can slip into that tight metal suit"

3. SOUL REAVER 3 (PS2)
Lee: "Must suck more souls. Can't wait for the next instalment in the gothic soap opera. Let me at it!"

4. WINNING ELEVEN (GBA)
Alex: "I really, really, really, really, really, really, really, really, like it" *[Er, thanks, Alex]*

5. HALF-LIFE 2 (PC)
Pete: "I just wish they'd hurry up and unveil it"

READER'S MOST WANTED

Steve Michael Gedeon nearly sent us £1000 to get his list in the mag, so here they are.

1. SOUL CALIBUR 2 (PS2)
The sequel to the finest beat 'em up ever made
2. GTA: VICE CITY (PS2)
Loved the first game. Plus I can now do things I couldn't dream of doing down my local high street
3. HOUSE OF THE DEAD 3 (XBOX)
It's House Of the Dead. What more do I need to say!
4. RUN LIKE HELL (PS2)
Could be another horror classic
5. NASCAR 2003 (PS2)
If it's anything like its predecessor (hope so), we're in for a truly hectic ride

Send CVG a photo of yourself and list of five games you're most excited about playing, plus 10 words on each telling us why.
READER'S MOST WANTED, CVG, DENNIS PUBLISHING, 30 CLEVELAND STREET, LONDON, W1T 4JD. EMAIL: MAILBAG.CVG@DENNIS.CO.UK (SUBJECT: READER'S MOST WANTED)

TOP FIVE GAMES TO GET YOU INTO THE CHRISTMAS SPIRIT

1. ANIMAL CROSSING (GC)
Get rid off all the useless crap you don't want by wrapping it up and giving it to your mates. That's the spirit.
2. SANTA CLAUS JR (GBA)
Don't get sick eating massive portions of Christmas pud. Play Santa Claus Jr instead. It's so cute it'll make you puke.
3. FREQUENCY (PS2)
Drown out the sound of your daft, annoying old relatives by playing Frequency at full whack. Guaranteed to clear the room and leave you basking in peace on Earth.
4. AMPED (XBOX)
Can't afford to jet off to a winter wonderland this Christmas? Then turn the heating off and play Amped, for a real taste of chilly alpine bliss.
5. PRO EVOLUTION SOCCER 2 (PS2)
If you receive this on Christmas morning, you'll be in high spirits for evermore.

GAME MULTI FORMAT TOP SELLERS

1.	Pro Evolution Soccer 2	PS2
2.	FIFA 2003	PS, PC, GC, XB, PS2
3.	Colin McRae Rally 3	XB, PS2
4.	TimeSplitters 2	GC, XB, PS2
5.	The Sims: Unleashed	PC
6.	Hitman 2	PS2, XB, PC
7.	Burnout 2	PS2
8.	Grand Theft Auto 3	PC, PS2
9.	This is Football 2003	PS2, PS
10.	Super Mario Sunshine	GC

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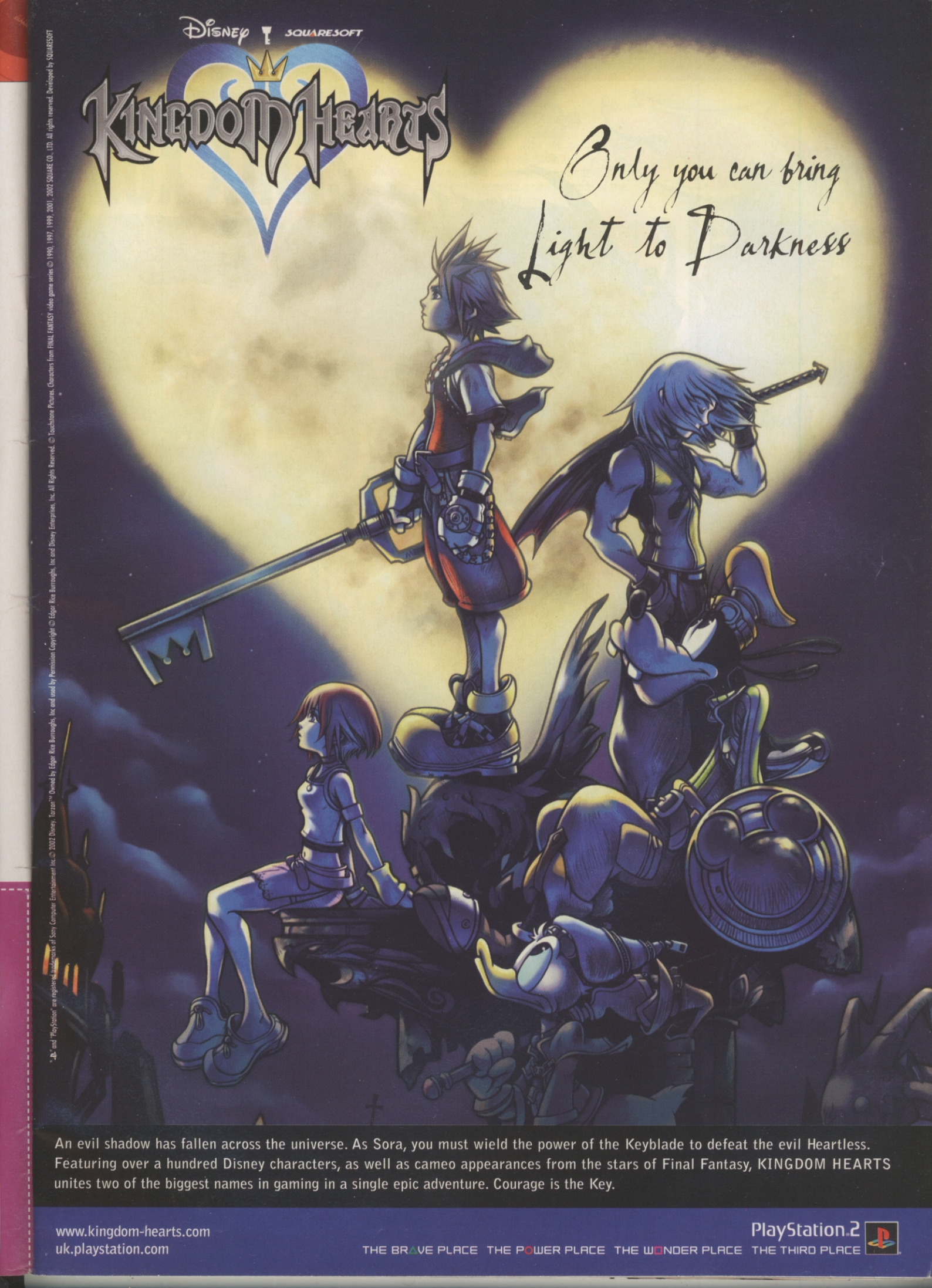
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Only you can bring
Light to Darkness
An evil shadow has fallen across the universe. As Sora, you must wield the power of the Keyblade to defeat the evil Heartless. Featuring over a hundred Disney characters, as well as cameo appearances from the stars of Final Fantasy, KINGDOM HEARTS unites two of the biggest names in gaming in a single epic adventure. Courage is the Key.
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PlayStation.2
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"Intuitive, sense-smashing carnage" PSM2

"Gorgeous animated graphics" PSW

GUNGRAVE

Explosively interactive environments

Swing the coffin on your back to take out enemies nearby

Unlimited bullets for fun, fast-paced gameplay

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activision.com

PlayStation.2

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Xbox Xmas

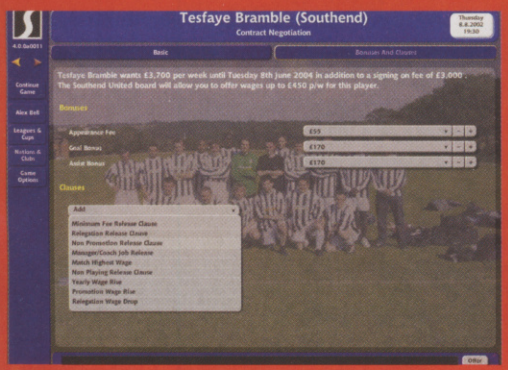
Price-wise, there's never been a better time to buy an Xbox.

The Sega Christmas Pack gives you an Xbox, Sega GT 2002 and Jet Set Radio Future for £159.99, from most major games retailers. A massive £80 saving! Here are a couple more of the best deals out there for Christmas...

OFFICIAL CVG WARNING:
CHAMP MAN 4 EXPECTED FEB 03

Never mind Resident Evil and Silent Hill. The scariest games on earth are those with Championship Manager in the title. Number four, on PC only, has even more cruel devices to leave wannabe footie coaches feeling more vulnerable than El Tel.

The world's undisputed, undiluted footie management game series gets its latest true sequel on PC in February 2003. The formidable fourth allows you to assign specific training schedules to individual players (wonder if there's Zen training for the likes of Alan Smith?), and the welcome addition of a real-time 2D match engine to accompany the text updates. Which, by the way, can be turned off. We're unashamed of our level of expectation for this game. We hope to bring you an in-depth look next issue so keep your eyes CVG-wards.



Negotiations are more in-depth than before, as if they needed to be

Okay, soon as he kicks the ball: "Awooooooo..." (Howell, get it?)

Hot Shots
SIZZLING NUGGETS OF NEWS

WWE RAW 2

Out in April next year, this baby-oiled body-slammer is preparing to pin its predecessor for a three-count. New features include an updated roster, new match modes and improved wrestler controls.

MAD CATZ BLASTER

This bile-green blaster from Mad Catz has been developed exclusively for House Of The Dead III on Xbox. It's already available to buy in the US for $39.99, and should hit UK stores once HODIII is released in Europe early next year.

PRIVATE DANCER

Spread 'em! Perv at your own private lap dancer as she gyrates her motion-captured ass against your greasy PC screen. Private Dancer for PC features 21 girls and goes on sale in the UK at the end of November.

POSTAL 2:

Postal 2 on PC is the insanely violent follow-up to the 1997 insanely violent original, expected spring 2003. And it's going to be even more insanely violent. Great.

TONY DORK

This radio-controlled Tony Hawk Skateboarder toy might look crap from a distance, but it looks even crapper up close. And when it caught Mike's eye on his recent trip to Las Vegas, he just had to try it out. Boy was he surprised and impressed by what it can do! "Boy was I surprised and impressed by what it can do," he said, "360s, Manuals, it does the lot!" CVG has since taken the liberty of checking Mike into a loony bin.

EXCLUSIVE!

DVD-DAY

Band Of Brothers rightly secured a faithful following. Now, if you missed out, or fancy seeing it again, here's your chance because CVG has five stunning DVD box sets to give away, courtesy of our good pals at Warner Home Video. For information on new VHS and DVD releases visit www.warnerbros.co.uk.

All you've got to do to be in with a chance of winning is answer the following question:

During which war did the D-Day landings take place?

A. The War of the Roses
B. World War I
C. The Crimean War
D. World War II

Send your answers on a postcard to: DVD-Day, CVG, Dennis Publishing, 30 Cleveland Street, W1T 4JD (deadline for entries is 18 December 2002)

Note: You must be 15 or over to enter

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NATIONAL PRO EVOLUTION SOCCER 2 CHAMPIONSHIP

CVG'S PRO EVO CHAMPS DECIDED

FIRST EVER NATIONAL CHAMPIONSHIP!

So you reckon you're pretty damn good at Konami's ace footie game? Well, last month players got the chance to put their money where their mouth is at the National Pro Evolution Soccer 2 Championship, organised by CVG in conjunction with sponsors GAME, Konami and UMBRO.

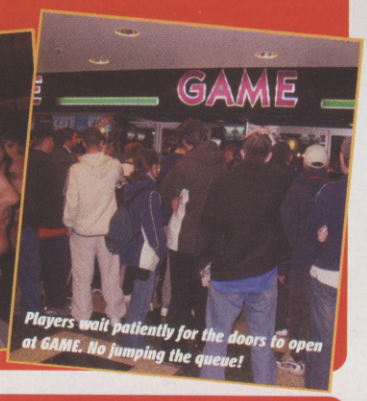
After a qualifying competition held in 50 GAME stores, 128 players were selected to compete in four regional knockout finals. Nobody left empty-handed – all competitors received goody bags containing a game, T-shirt, wallet and mags – but only four players could make it to the final. Here's what happened...

BLACKBURN, 28 OCTOBER

Dedicated Chris Dixon travelled for two-and-a-half hours from Billingham near Middlesbrough to win the Blackburn heat. The 19-year-old beat Gary Prescott, 17, from Wigan 2-0 in a thrilling ten-minute final. "I got an early goal and held onto it," explained ice-cool Chris, who scored with a spectacular 35-yard free kick from Italian Francesco Totti in the first half. "I've been pretty close with my free kicks all night. They're all I've been practising, really."

VERDICT: BY 'ECK!

Finalists Chris and Gary play it cool in Blackburn

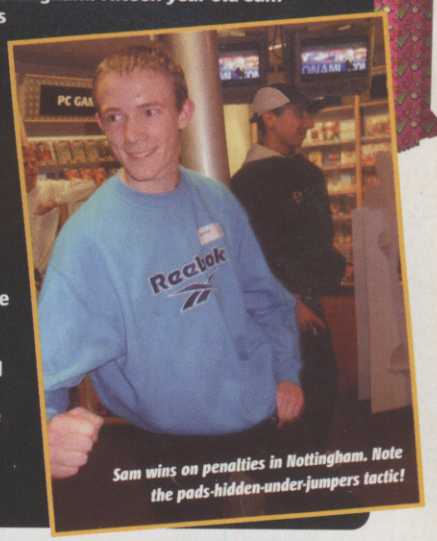


Players wait patiently for the doors to open at GAME. No jumping the queue!

NOTTINGHAM, 29 OCTOBER

There was a controversial win at Nottingham. Fifteen-year-old Sam Taylor from Chilwell had six players sent off in his first four games, and his fouling and time-wasting annoyed many opponents. He also took losing *very* badly. After conceding a goal in the first half of the final against Ramsey Nasser, 17, from Birmingham, Sam puked on the floor! He came back to score two goals, but Ramsey got a late equaliser to make it 2-2. Despite having *three* players sent off, Sam held on through extra time and won 5-4 on penalties, after unlucky Ramsey hit the post. "I thought I was gonna get murdered when he scored after about two minutes," Sam later admitted. "He was good. A quick passer. I had to hold out in extra time."

VERDICT: BARF!



Sam wins on penalties in Nottingham. Note the pads-hidden-under-jumpers tactic!

LONDON, 30 OCTOBER

The standard of play was extremely high in London, with some players showboating with step-overs and tricks during matches. 17-year-old Atila Vlug, from New Barnet, and David Sefah, 15, from Leyton, fought their way to the final against some very tough opposition, with David stealing a narrow 1-0 victory in an evenly matched game. "I didn't think I was gonna do it. There was a lot of nervousness," said David, who played as France. "After scoring the goal, it was all about keeping the ball."

VERDICT: SUPER-CHANCEUX!

The London final on Oxford Street was packed!

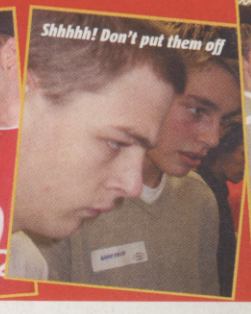
"Yessss!" David gets the winner against Atila in London

BRISTOL, 31 OCTOBER

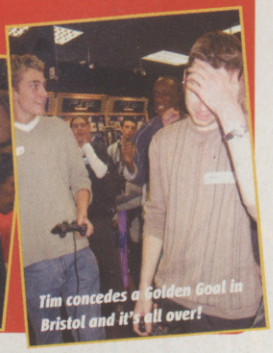
Unluckiest man in Bristol was 18-year-old James Stone, from Poole. He was comfortably winning his quarter-final 1-0 against David Collier, 17, from Exeter, when the power cut out. He then lost the re-match 5-0! David went onto the final where he took on 23-year-old local lad Tim Lasseter, both playing as Italy. David, backed by a posse of noisy mates, took an early lead but, with just seconds to go, he gave away a penalty, which Tim calmly slotted home. A few minutes later, though, David got a Golden Goal winner with a header from Christian Vieri. "I thought I'd blown it," he later confessed. "It definitely wasn't a penalty at the end."

VERDICT: ITALIAN LOVERRR

Feel his pain!



Shhhhh! Don't put them off



Tim concedes a Golden Goal in Bristol and it's all over!

Our four regional winners each won a pair of classy UMBRO XAI football boots and will now travel to London on Saturday 16 November to fight (not literally, we hope) for the National Pro Evolution Soccer 2 Championship. The winner will fly to Switzerland in December, all expenses paid, to represent Britain in the European Championship! How cool? We'll bring you extensive coverage of the British final – including advice from the experts – in the next issue. Thanks to all our sponsors and the helpful staff at the GAME stores.

For full results and more photos check out our website at www.computerandvideogames.com

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ENTER THE DRAGON

Dragon's Lair 3D is headed for GameCube, PS2, GC and PC in February 2003.

The gorgeous medieval cartoon romp will see you adventuring through massive environments as Dirk the Daring, with the intention of rescuing a princess and saving a kingdom. Nice and original.

The obligatory fire-breathing dragon scene

Dirk the Daring tries out the castle's Dance Mat

WHAT IF?

...the developers of Ninja Gaiden and the makers of Harvest Moon teamed up...

NINJA GARDEN!

The flame and smoke effects are amazing

Bzzk! The big blue multi-laser attack

The one-on-one battles look stunning

ZOE 2: MELTDOWN

Playing ZOE2 is like having your head strapped to a Scud missile.

CVG had the rare chance of a brief hands-on play with Konami's killer robot sequel. And even at this early stage, the action is so intensely energised, that playing it can result in an invigorating mental meltdown. That's what we're talking about.

Dodge this attacker's twin beams of doom

Attacking from all sides: take on tons of enemies at the same time for one huge face-off

THE ANTI-CHRIS

Play Millionaire on a regular DVD player

The Pepsi Chart Music Quiz is also out

Chris Tarrant looked like Satan's glove puppet in the PS2 version of Who Wants To Be A Millionaire. But now, new innovative technology enables you to play a Millionaire game using any standard DVD player, with the real man hosting the quiz.

It's already available in UK stores, retailing at £19.99. Perfect for fans of the show or gamers who don't possess a PS2 or Xbox but do own a DVD player or PC with DVD playback. And at least this version won't give you hideous nightmares.

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TURN THE LIGHTS OUT AND PRETEND IT'S THE END OF THE MOVIE

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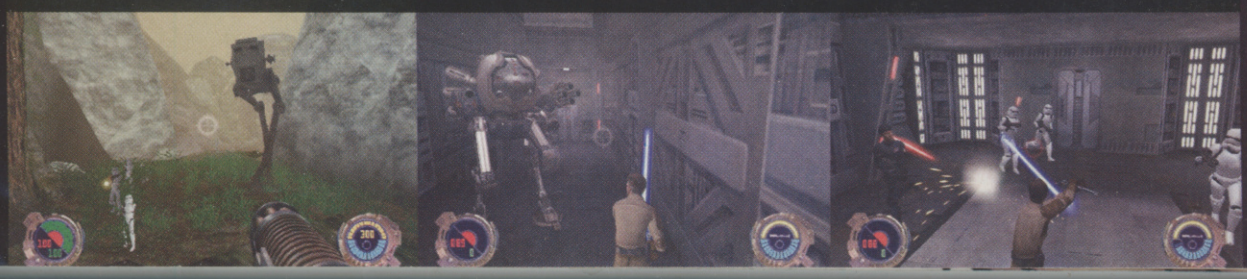
Epic single and multi-player first-person action.



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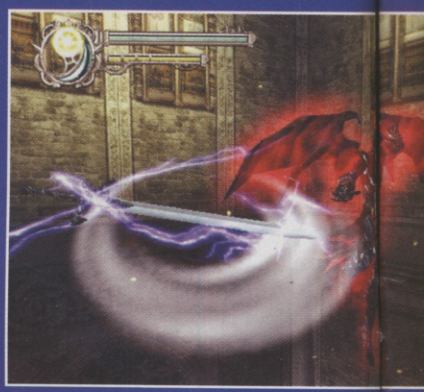
XBOX

DEVILISH UPDATE

Not a lot in terms of new gameplay details on Devil May Cry 2 to reveal this month. Shedloads of deadly new screens to drool over, though! Take us to hell, Dante!

HELLISH NEW SHOTS



Holy sh*t-ola! Look at the wicked motion-blurring effet on D

NEWS FLASH

BLINX GETS DOUBLE VISION!

Japanese developer, Artoon, has confirmed that Blinx 2 is currently in the pipeline. No release date or other details have been revealed. Artoon is also believed to be developing an action RPG, exclusive to Xbox. More news, as soon as we get it.

AH, AH, AH, AH, STAYIN' ALIVE!

DOA Cronus has just been announced in Japan. 'Cronus' means 'the bringing together of past elements' in Japanese. This is extremely fitting, because the game is expected to be a compendium of all the past DOA games, rather than an all-new DOA title.

RIDGE RACER RETURNS

A new Ridge Racer game is skidding its way exclusively onto PS2 in 2003. Namco has also confirmed that another Ace Combat instalment is currently in development.

SHINOBI CUTS UP HOLLYWOOD

Hollywood is turning ninja-fest, Shinobi, into a movie. Expected to release in the US in the summer of 2004, the producers are aiming to give it a Blade/Crouching Tiger Hidden Dragon feel.

YOU'VE BEEN FRAMED

Project Zero is also to be made into a film. It's being produced by DreamWorks studios, and is currently at the end of the scripting phase, and will begin shooting in the summer.

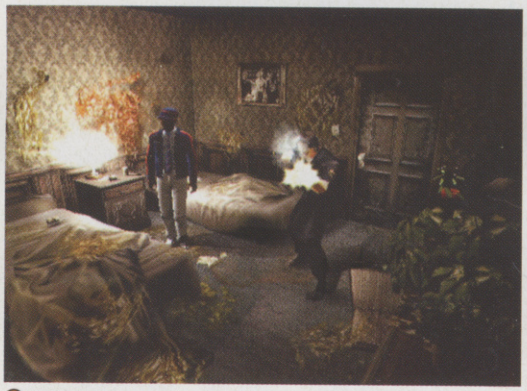
YUMMY SLUG PELLETS ON PS2

Metal Slug 3 was one of the finest side-scrolling shooters to appear on Neo Geo. And news has just surfaced that it's going to appear on PS2.

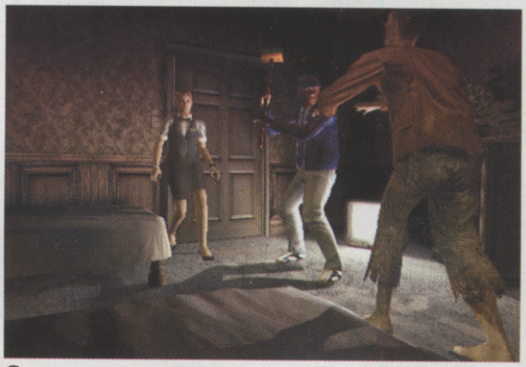
STOP PRESS ● STOP PRESS ● STOP PRESS ● STOP PRESS ● STOP PRESS ● STOP PRESS ● STOP PRESS ● STOP PRESS ●

ONLINE RESI PICS!

Just as we went to press, first screens of Res Evil Online plopped onto our desk. This PS2 exclusive has been talked about since May, when it was announced at E3. Just to recap, although Cube has exclusivity to Res Evil games with numbers in the title, anything else is open season. The floodgates have opened. Expect more on this next issue!

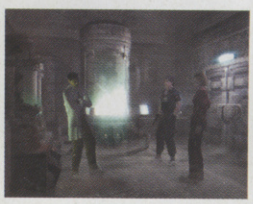


Cover me! Team up with other players to battle Umbrella online!



Looks like you can pick up anything and use it as a weapon. A brush?!

In true Res Evil style, things get a little heated in the boiler room. Argh!



ng effe n Dante's chopper

Thunderbolts and lightning, very, very frightening, ooo Dante-e-eo! Figero!

FIFA XMAS COMPO

We've hidden five beautifully wrapped pressies throughout this month's issue of CVG. If you can find all five you could stand a chance of winning a FIFA branded PS2 pad.

Once you've located all the pressies, jot down the page numbers where they appear onto a postcard, and send your entries to FIFA XMAS COMPO, CVG, 30 Cleveland Street, London, W1T 4JD. The first five names pulled out of Santa's hat will each win a pad.

EXCLUSIVE!

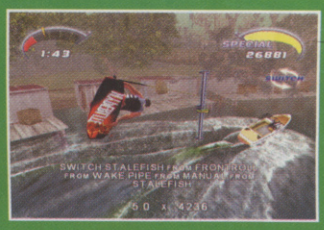
INTERVIEW: SHAUN MURRAY

CVG met up with the star of Shaun Murray's Pro Wakeboarder in Las Vegas, and this is what he had to say for himself.

CVG: How closely have you worked with the developers at Shaba Studios?
SHAUN: Before they even started building the game, they flew out to my place in Florida and I taught them all how to wakeboard. And ever since then they've always been talking with me. They send me a new build of the game every time they improve on it, and ask me for my opinions and any suggestions. I've got a stack of discs at my house.

CVG: So are you any good at it?
SHAUN: [Laughs] I'm pretty good, yeah. I play it every day. Thing is, I grew up playing videogames. I've been playing Tony Hawk a lot. And I think you gotta play games to know what works and what's right. Of course some of my ideas are sometimes completely off the wall, and the developers can't use them, but hey.

CVG: Obviously it would be pretty impossible to motion-capture you and the other wakeboarders in action. How did Shaba Studios go about getting your individual characteristic movements spot on?
SHAUN: What they did was build a digital skeleton, then take loads of videos of us, and watch them through, frame by frame, and adjust every little bit of the skeleton. It's amazing. And when people play the game they're like, "man, that's just how you ride."



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GAME BOY ADVANCE

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GOLDEN JOYSTICK

WINNERS 2002

You're always wanting your say-so on just about every game featured in CVG. On 25 October 2002, you got your chance. This was the day of the Golden Joystick Awards, when Jonathan Ross presented the greatest games of 2001/2002 with the awards they deserved, as voted for by CVG readers across the country.

It was Rockstar's Grand Theft Auto III that bagged the most awards. Three of 'em, to be precise. You lot voted it PlayStation 2 Game Of The Year, Game Innovation Of The Year, and Game Of The Year. In addition, the sequel Grand Theft Auto: Vice City was chosen as this year's Most Wanted Game For Christmas. Surprised? Didn't think you would be. Slightly more stunning, though not in a bad way, was the vote of confidence for Xbox as the year's Hardware Of The Year prize.

But the one we're most happy about is the recognition of Pro Evolution Soccer as Sports Game Of The Year, proving that you're a canny crowd and no mistake. Anyhow, here's the full list of winners and runners-up.

'Coolest Job in the World' award goes to the team behind Grand Theft Auto III

XBOX GAME OF THE YEAR
- **Winner: Halo (Microsoft Game Studios)**
- Runners-up: Dead Or Alive 3 (Tecmo), Max Payne (Take 2 Interactive)

GAMECUBE GAME OF THE YEAR
- **Winner: Resident Evil (Capcom)**
- Runners-up: Star Wars Rogue Squadron II: Rogue Leader (LucasArts), Super Smash Bros. Melee (Nintendo)

HANDHELD GAME OF THE YEAR
- **Winner: Golden Sun (Nintendo)**
- Runners-up: Mario Kart: Super Circuit (Nintendo), Super Mario World: Super Mario Advance 2 (Nintendo)

Nintendo's Golden Sun wins Handheld Game Of The Year. Where is Alex's hand?

PS2 GAME OF THE YEAR
- **Winner: Grand Theft Auto III (Rockstar Games)**
- Runners-up: Final Fantasy X (SCEE), Metal Gear Solid 2: Sons Of Liberty (Konami)

ONLINE GAME OF THE YEAR
- **Winner: Counter-Strike (Vivendi Universal Games)**
- Runners-up: Medal Of Honor: Allied Assault (EA Games), Warcraft III: Reign Of Chaos (Vivendi Universal Games)

PC GAME OF THE YEAR

- **Winner: Medal Of Honor: Allied Assault (EA Games)**
- Runners-up: Grand Theft Auto III (Rockstar Games), Warcraft III: Reign Of Chaos (Vivendi Universal Games)

BEST USE OF A FILM LICENCE
- **Winner: The Thing (Vivendi Universal Games)**
- Runners-up: Spider-Man (Activision), The Sum Of All Fears (Ubi Soft)

SPORTS GAME OF THE YEAR

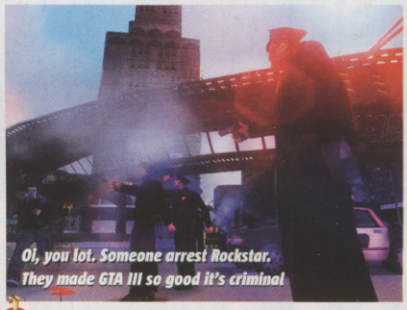
(Voted for by listeners to Radio 1's breakfast show)
Winner: Pro Evolution Soccer (Konami)
Runners-up: Championship Manager (Eidos), FIFA 2002 (EA Sports)

GAME INNOVATION OF THE YEAR

- Winner: 'Open-ended play' in Grand Theft Auto III (Rockstar Games)
- Runners-up: 'Bullet time' in Max Payne (Take 2 Interactive), 'The D-Day landing' in Medal Of Honor: Allied Assault (EA Games)

HARDWARE OF THE YEAR
(Sponsored by Vivendi)
- Winner: Microsoft Xbox
- Runners-up: AMD Athlon XP Processor, Nintendo GameCube

BRITISH DEVELOPER OF THE YEAR
- Winner: Rockstar North
- Runners-up: Electronic Arts, Rare



Oi, you lot. Someone arrest Rockstar. They made GTA III so good it's criminal

PUBLISHER OF THE YEAR
(Sponsored by Macrovision)
- Winner: Electronic Arts
- Runners-up: Activision/LucasArts, Microsoft Game Studios

RETAILER OF THE YEAR
(Sponsored by Electronic Arts)
- Winner: Gameplay.com
- Runners-up: GAME, Amazon.co.uk

MOST WANTED GAME FOR CHRISTMAS
(Voted for by readers of The Sun and The Sun Online)
- Winner: Grand Theft Auto: Vice City (Rockstar Games)
- Runners-up: Splinter Cell (Ubi Soft), Super Mario Sunshine (Nintendo)

EDITORS' AWARD
(Voted for by the editorial staff at Dennis Publishing)
- Winner: Pro Evolution Soccer (Konami)
- Runners-up: Grand Theft Auto III (Rockstar Games), Halo (Microsoft Game Studios)

Konami's godly Pro Evolution Soccer is awarded Sports Game of the Year. Everyone's happy

GAME OF THE YEAR
(Sponsored by Jungle.com)
- Winner: Grand Theft Auto III (Rockstar Games)
- Runners-up: Halo (Microsoft Game Studios), Medal Of Honor: Allied Assault (EA Games)

WHO WILL WIN NEXT YEAR?

Next year's Golden Joystick Awards is going to be even bigger and better. There's no doubt about it, looking at the line-up of games for this Christmas. Keep your thoughts on which games really deserve to be voted the best of their kind, and we'll see you here same time next year. Thanks to everyone that voted!

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CACKMAN'S THOUGHT OF THE MONTH

Mario has appeared in more than 70 games in the last 20 years. Good job Nintendo only uses him sparingly. Unlike that bloody Lara Croft. Is that SIX games she's been in now?

CACKMAN©

THE INDEPENDENT VOICE OF THE FREE GAMING NATION

ANIMAL CRUELTY

If you ever grow up, you might just find yourself stuck in a crap job you hate because you have a mortgage to pay.

Imagine coming home from work stinking of fish, knowing you've earned just enough for The Halifax not to kick you out onto the street. Hell, you might even have a bit left over for a nice little table lamp from IKEA. Or a new carpet. Actually, isn't Changing Rooms about to start?

Which brings Cackman to Animal Crossing. A game which takes the shattering tedium of the adult world and reproduces it using cute graphics for people not yet old enough to have a credit rating. Or pubic hair.

Let's look at this scientifically. Do you want to spend HOURS catching fish so you can sell them to buy a new carpet for your pretend house? Or would you rather kick society's fat arse in a one-man-crime tidal wave, killing everything that moves and blowing up anything stationary?

People who play Animal Crossing shout ridiculous, mundane things like, "Yes! I got a turnip!" Go on, YOU shout that. Shout it now as you're reading this. On the bus, in school, standing in WHSmith, wherever. Go on, shout about the turnip. Games are cool, Nintendo is cool. What are you waiting for?

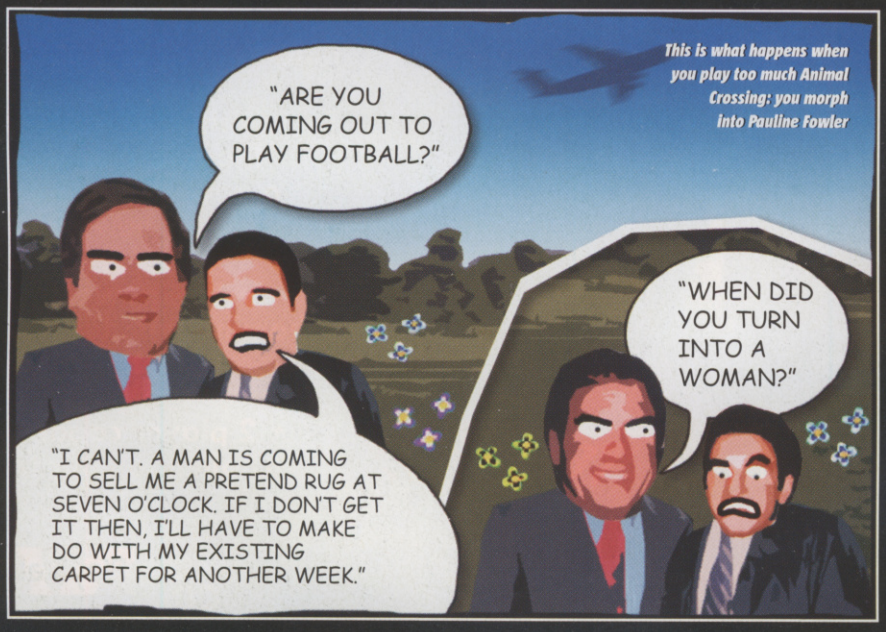
Let's be fair, though. There's more to the title than soft furnishings. You can also download NES games to your GBA. Only playing a NES game today is like watching someone swill some sick around in a bowl.

Animal Crossing is only out in the US and Japan right now. That's probably for the best. If it was released over here and Cackman found himself LIKING the thing, he might have to kill himself. Not with a pill overdose, though. Cackman tried that once in Hampton Court Maze and Namco just trivialised the whole incident.

LETTERS TO CACKMAN

When will PS2 go online in Europe, how will it work and what will it cost?
Paul Allison, Sheffield
Thanks largely to the power of Xbox, PS2 finally goes online in December 2006. The only game is FIFA 2007, and Sony drains ten units of self-respect for every hour you play.

What is bump-mapping? And mip-mapping, for that matter?
TheOneAndOnlyMario_46, via email
Bump-mapping is when you inexplicably burp up a bit of sick. Cackman can't really expand on mip-mapping as it's more sexual; except that it involves badgers.



This is what happens when you play too much Animal Crossing: you morph into Pauline Fowler

I WANT MY OLD TV

Thanks to GTA: Vice City, the least cool ten years in the history of our planet are suddenly part of games again. Eighties TV shows like Knight Rider and Miami Vice are heading for a console near you soon. Cackman has the inside line on a few other '80s TV games in the pipeline:

● MURDER SHE WROTE (GAMECUBE)
Uses the Res Evil engine but seems ultra-realistic because that's how old ladies *really* walk. You potter around for 30 minutes, and the crime solves itself.

● THE GOLDEN GIRLS (XBOX)
A role-player. You play as a group of ladies, not one of whom has uttered anything amusing in her whole life. Sadly, no one ever dies. Not even the *really* old one.

● CHEERS (PS2)
A whole new genre: the 'rhythm inaction' game. A group of old men just sit around drinking. The in-game FMV is actually footage from CVG.com's office security camera.

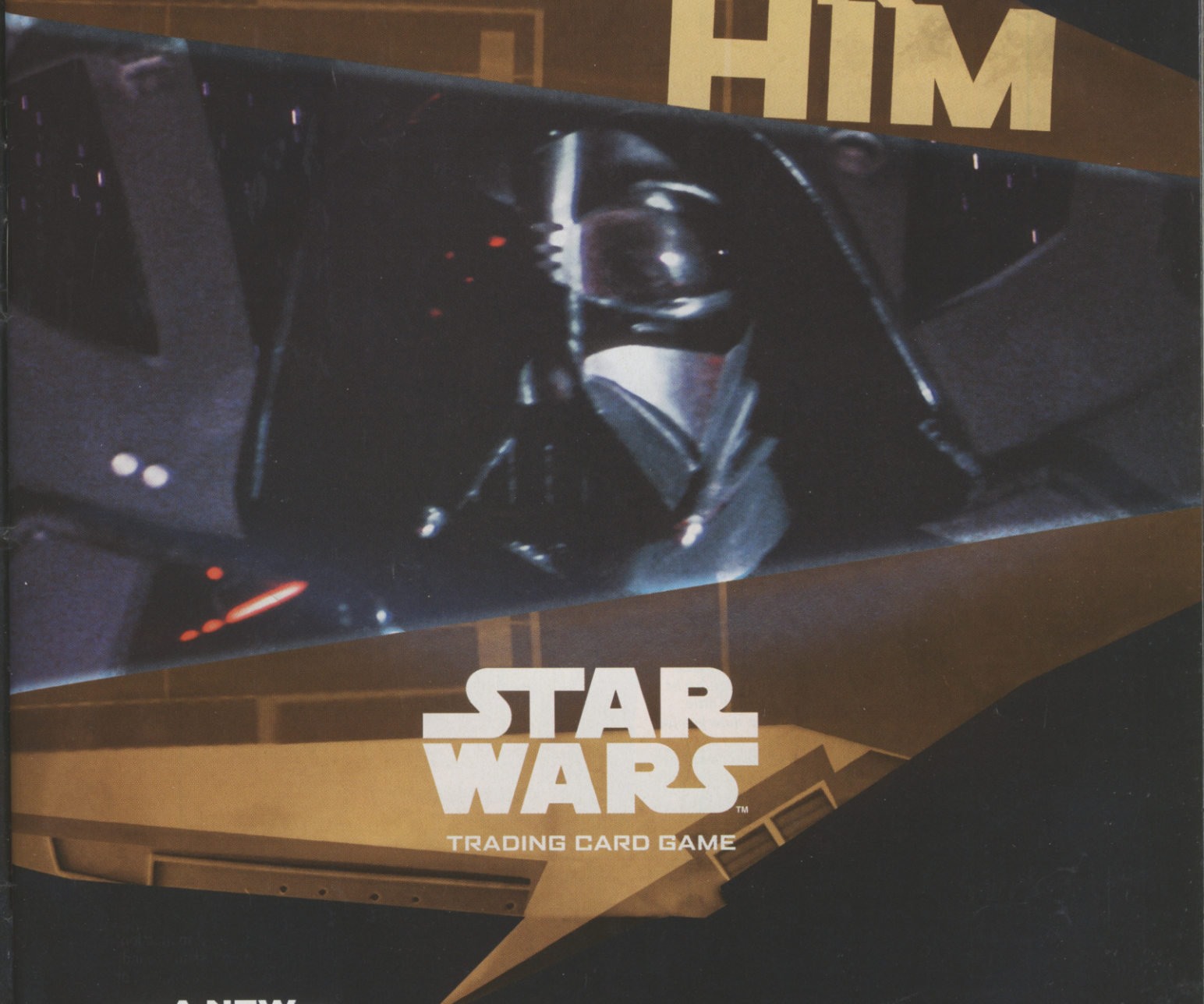
● THE A-TEAM: TANK BUILDER (GBA)
Puzzle game in which you have to build various powerful war vehicles out of half a tractor, some oil drums and a spring. Enemies fly through the air but never die.

WRITE TO CACKMAN

You lot must have ideas. Questions. Theories. Write to Cackman at the usual address, and the best will win an awesome prize! Senders of anything Cackman considers to be crap will be subjected to GBH in text form on this very page. Come on! You want to be famous, don't you? What else have you got to live for in your stupid little lives?

Cackman's opinions aren't necessarily those of CVG

NEW REASONS TO FEAR HIM



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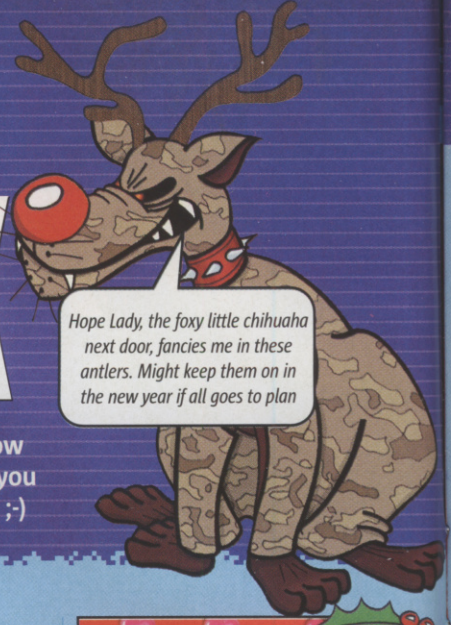
Hunter's CHRISTMAS SACK



Christmas is just a few weeks away and we're feeling pretty generous here at CVG. So y'know what, EVERY letter that's printed this issue receives a prize. Well, almost every letter. If it's you that's responsible for the Xbox 'poem' that is this month's Stinker, unlucky – you get nowt! ;-)

FORMAT FACE-OFF

Although your reviews are still the best in both printed form and on the web, there is a problem that myself and, I am sure, a growing number of gamers are starting to experience.

That is: which version of a game is best for those who own two or more consoles. I have a PS2 and GameCube and I am finding myself more torn between two versions of the same game. TimeSplitters 2 is the latest example. Although the review was for the PS2 version, you also recommended the Xbox and GameCube versions as being equally great. But which version would you recommend for those with more than just a PS2? Which controller is more suited to the game?

I have played the PS2 demo and the controls are superb, but does the GameCube cope with the action as well, considering the controller has fewer buttons? Are the graphics better on Cube? Does it use less memory card space? This kind of information would be most appreciated. Keep up the great work.

A Mitchell

You ask, we do. Great idea A, and something we've been thinking about for a while. So, from the next issue, we'll be comparing all the different formats of the same game just so you know which one is best. So keep an eye out. Pretty kind of us, huh?

I'M GONNA HURL!

When will Animal Crossing be released and on which consoles? I love really cute games!

Judith Elliott

Aww, does ickle Judith like ickle cute animals? Tough, because at the moment Animal Crossing isn't coming out over here. According to Nintendo, they're going to wait and see how it sells in America. If it does well, they'll do a European version for Cube. We're gonna chop the heads of teddy bears while we wait.

GOLDEN BONE

I think Ms Meadows needs to accept the fact that girl gamers like us are a minority, but really, it doesn't matter. Guys like fun puzzlers as much as we do, otherwise they wouldn't sell as well as they do, and no one would bother making them.

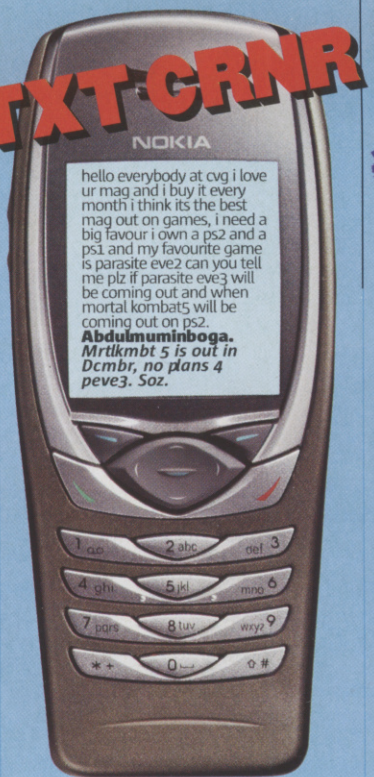
CVG is written by gamers for gamers, irrespective of their gender. The only reason the magazine is so male-orientated is because most girls don't know the first thing about games. And if CVG had a girls' corner, it would be full of stupid comments anyway, about how all the games are a waste of money, and how there's too much unnecessary violence, and how come all the girls are wearing, like, nothing?

I mean, really – which would be better? A magazine written by equal numbers of male and female staff, many less-skilled women employed to make up the numbers at the expense of more capable men? Or a magazine where everyone knows what they're on about, whether they're male or female, and it doesn't matter what gender they are because they're the best at what they do, and can produce a good magazine? Thought so.

Llady_Llink, Cholsey

What can we say, you're spot on. The CVG team lives and breathes games. Paul lives in a house made from Pokemon cartridges and Jaime likes Pac-Man so much he models his looks on the little yellow fella. And to show you just how right we think you are, have a load of cool add-ons for your fave console! Feel the Christmas spirit...

TXT CRNR



A BIT LATE...

I think this ban on computer games in Greece is stupid...

Anthony Hobson, Wigan

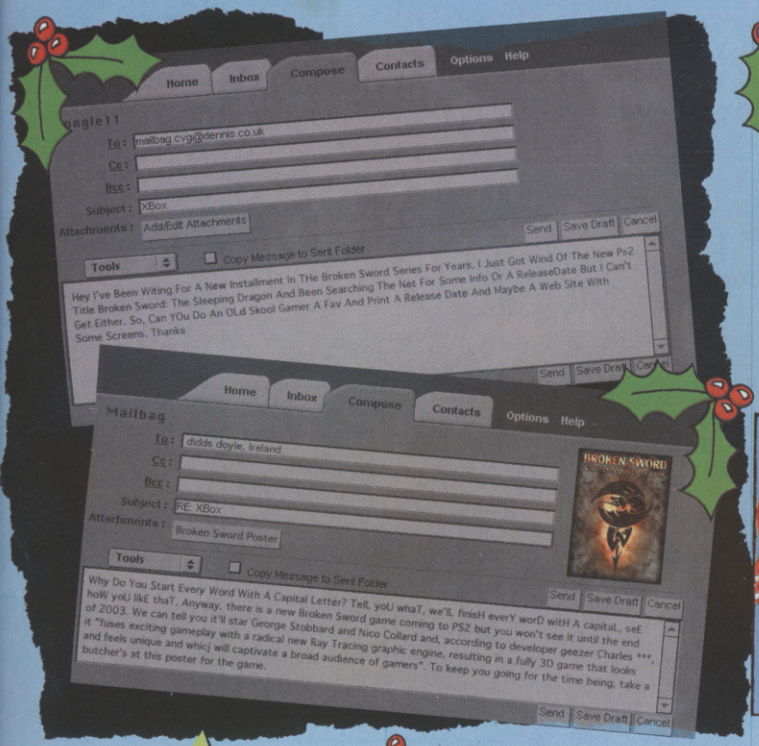
Stop right there. The ban's been lifted so your point is now totally invalid.

"HMM, HELP YOU I WILL!"

Hey CVG, can you tell me please which console I should get? I'm a HUGE Star Wars fan and I'm not sure whether an Xbox or GameCube is the best option. With Clone Wars, Jedi Knight 2 and Bounty Hunter all on GameCube, that seems like the best option. But Xbox is getting Jedi Knight 2 and Knights Of The Old Republic. Can you help me out PLEASE!

Spider

Normally CVG's brainiac wizard answers console-related conundrums, but when it comes to Star Wars, CVG big cheese Alex is the best bloke to answer your question: "Get a GameCube, no questions. It's already got the brilliant Rogue Leader on it, and Clone Wars looks just as sweet. Jedi Knight on Cube is as good as the Xbox version too; it's pretty much got everything covered." See, told you he'd know.



XMAS CARDS WOT WE MADE

This is where we send you Christmas greetings, dear readers, because we're nice like that. And if you want to return the festive thought to your fave games mag, send us in a home-made Xmas card. The best card will win a special CVG Xmas present, plus we'll print it in the mag. Send your class cards to the usual Mailbag address, but get 'em in before the end of November to make sure they go into the next mag!

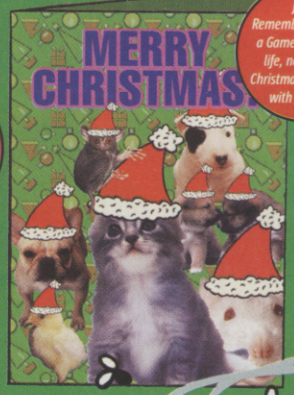
GEORGIE
And remember to hide your Cube from Great Aunt Maud as TimeSplitters 2 + aged rellie = DANGER

PETE
The lean, green Ryvito-card ™ is 100% recyclable and good for a pre-Xmas diet. So eat it, you fat f...

MIKE
*I'm sure you'll get all the games you want for Christmas, but if you don't, steal 'em**

PAUL
Play PES2 loads and you'll have the best Christmas ever. But don't forget to check on Grandma.

LEE
All those Brazil nuts block my bowels so I'll be playing GBA while straining on the loo. Happy Xmas!



JEN
Remember, readers, a GameCube is for life, not just for Christmas. Cherish it with your life

**Mike will be working from home for the next six issues. His new Brazil home with bars. Good luck, Mike*

SPECIAL OFFER! XBOX LIVE ONLY BIG £££!

MONEY PIT

I've heard that in the US Xbox Live costs $50 for a starter pack that includes headphones and a one-year subscription with a broadband company. The last bit is what I am worried about – well, my dad is, anyway. We don't have broadband at the moment, so will there be any extra cost for installation, and is it really just $50 a year? I thought there would be some sort of annoying over-priced monthly payment.

Sam, Kettering

You've got kinda confused, Sam. Here's the deal. You initially sign up to Xbox Live for £39.99, which subscribes you to Xbox Live for a year. You also get the headset that allows you to chat to other Xbox Live gamers around the globe and a unique gamer tag that's yours for life.

However, it's then up to you to sort out broadband for your house, and fork out for all additional costs. So after the first 12 months you'll be expected not only pay for broadband every month, but also throw cash at Microsoft to be part of Xbox Live. How much? They haven't said yet, but sounds like it could add up to some financial hurt.

CACKMAN'S COLUMN OF ABUSE

Hi, I've been reading your magazine for quite a while now and I think it's great! I love the way you rip it out of people who always complain. I also enjoy reading your articles and reviews and your site's pretty good too :) Anyway, just wanted to say hi and tell you how happy I am with your mag. PS I hope this isn't asking for too much, but can you please check out my website at www.games-guru.com? Thanks!

Andrew Millward

Hello Andrew. You're through to Cackman. Here's an idea: why don't you and your four friends discuss stuff OFF-line. That way the WHOLE WORLD doesn't need to see that none of you knows the first thing about videogames. And to be a 'Game Guru' you need some insight. Some wisdom. Not a message that says "Ha ha! We're too lame to make the site yet!" or suchlike. It's good you like abuse because that's what your life is going to be all about from this point on, you disgusting little parasite. Keep buying the mag.

CVG STINKER

RE: PS2 OWNERS

We Xbox owners can read and write,
The Xbox is the best, you know that's right,
As 'Uncle Bill' would so rightly say,
Put your PS-Poos on e-bay!!

Anonymous

That. Is. Appalling. Hunter's laid a fresh one, just for you. Unfortunately you didn't send in your address so we can't forward it on. But trust us, it's been coiled off just for you.

- PUBLISHER NINTENDO
- DEVELOPER NINTENDO/GAME FREAK
- OUT: SPRING 2003

ONLINE GAMING | x4

IN A NUTSHELL

Four-player battles – somebody call us a doctor! Imagine teams of two versus two – the strategies involved could decapitate us all! Then there's the completely new adventure in a new world with new rivals (wot: no Team Rocket?) and 100 new Pokémon. Among them, the mysterious Guradon and Kaioga: the two main Pokémon for Ruby and Sapphire respectively. It's everything we'd hope for – except you can't trade between the original GB and GBC versions.

GAME BOY ADVANCE

WWW.POKEMON.COM

POKÉMON RUBY & POKÉMON SAPPHIRE

Have we really turned our backs on Pokémon? It was starting to look that way. Maybe we've been distracted by so much other exciting stuff like Grand Theft Auto and Pro Evo – all 'grown-up' games, you understand. But with Pokémon Ruby and Pokémon Sapphire on the horizon, our fondness for cute and bizarre beasties has returned.

Yes, Pokémon seems fresh and exciting again, almost as surprising as Pokémon Red and Blue were in 1997. Not only because it's the first GBA edition – but because Pokémon is no ordinary blockbuster phenomenon. It always was and looks set to continue as a one-of-a-kind experience, unique in videogames.

Take it from us: you would be nuts to abandon Pokémon. And if you've failed to take an interest until now, you'll want to get involved after reading what's in store with Ruby and Sapphire.

A WILD NEW FRONTIER

Sayonara Johto and Kanto, the GBA journey in search of the world's Pokémon starts afresh in the volcanic region of Houen. Two giant, legendary Pokémon keep the climate in balance within the Houen region. We reckon it'll take some special kind of Pokéball to bag these surly fellers. Significantly, their colours are Red and Blue, a cute touch for a new beginning, don't you think?

Ruby box art, for Japan. There are Pokémon unique to each version, just the same as always

Which version will you choose: Red or Blue? The best thing to do is buy both, of course. Simple

Groudon stomps about in the belly of the earth, waiting to be summoned

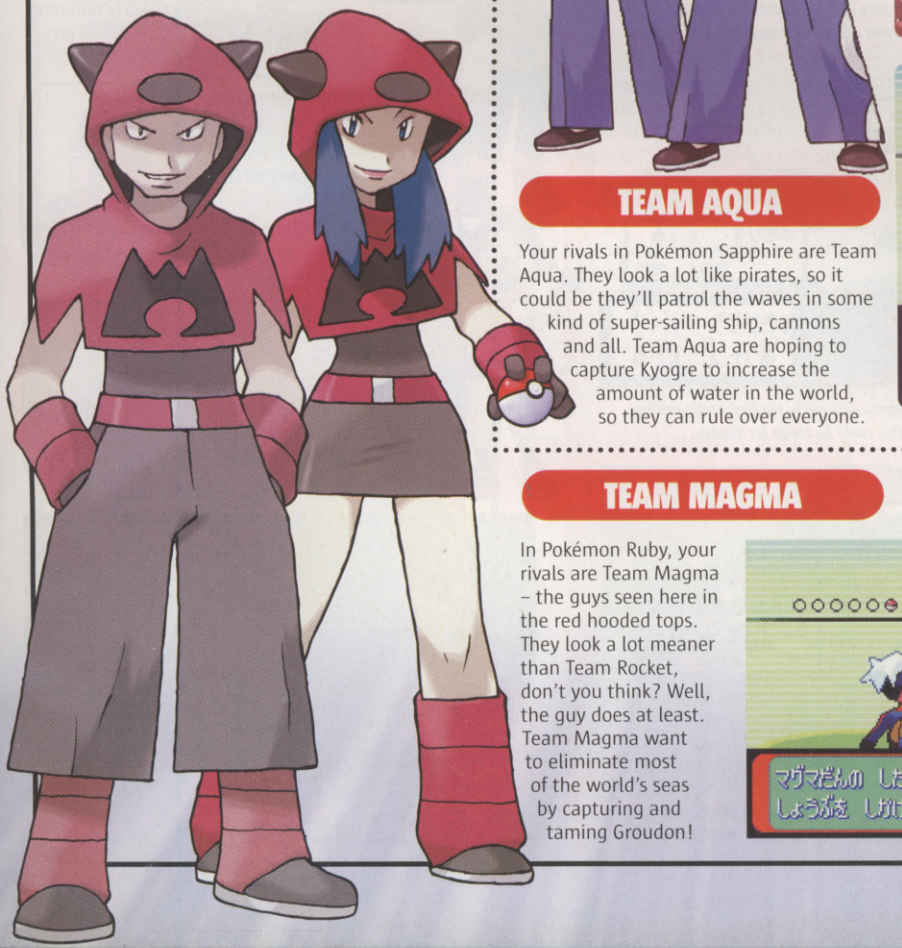
Groudon sleeps deep beneath the earth. Legend tells that this smouldering Pokémon once vaporised heavy rains that threatened to flood the land of Houen. We're expecting Groudon to have lots of fire-based techniques.

When Houen was in danger of drying up, Kyogre came to the rescue with clouds of rain. Wonder if these were the same clouds that poor old Groudon had to deal with? It's pretty certain Kyogre will have superior water-based techniques.

Kyogre appears on the title screen for GBA Pokémon blue. Sleeping in the deep sea. Cool

TEAM ROCKET BLASTS OFF?

We've become used to encountering the infamous Team Rocket in all previous versions of Pokémon – Jesse, James and Meowth always trying to mess things up in their comedic fashion. Well it looks like we've seen the back of them at last. There are two teams of archrivals to face in Pokémon Ruby and Sapphire, that's Team Magma and Team Aqua respectively. They look like they mean business, too...



TEAM AQUA

Your rivals in Pokémon Sapphire are Team Aqua. They look a lot like pirates, so it could be they'll patrol the waves in some kind of super-sailing ship, cannons and all. Team Aqua are hoping to capture Kyogre to increase the amount of water in the world, so they can rule over everyone.

When playing the Sapphire version, Team Aqua comes to challenge you here

Team Aqua wants to fight! You'll only be challenged by them in Sapphire

TEAM MAGMA

In Pokémon Ruby, your rivals are Team Magma – the guys seen here in the red hooded tops. They look a lot meaner than Team Rocket, don't you think? Well, the guy does at least. Team Magma want to eliminate most of the world's seas by capturing and taming Groudon!

Team Magma tracks you down in Pokémon Ruby

Choose to play as the guy, and you'll get a wicked haircut and a stylish rucksack. Worth it

POKÉMON BITES PROF!

Things get off to a dramatic start, compared to what we're used to in previous games. Your character arrives in Mishiro Town, by truck. And it's a very cool truck, with a Pokéball logo painted on its side. It brings you to Mishiro Town, and very shortly you get involved saving a man from a savage Pokémon attack! This done, you discover that the man is in fact Professor Odamaki – your new mentor. As a reward he lets you choose a cool new Pokémon from the Pokéballs in his rucksack.

MIZUGOROU

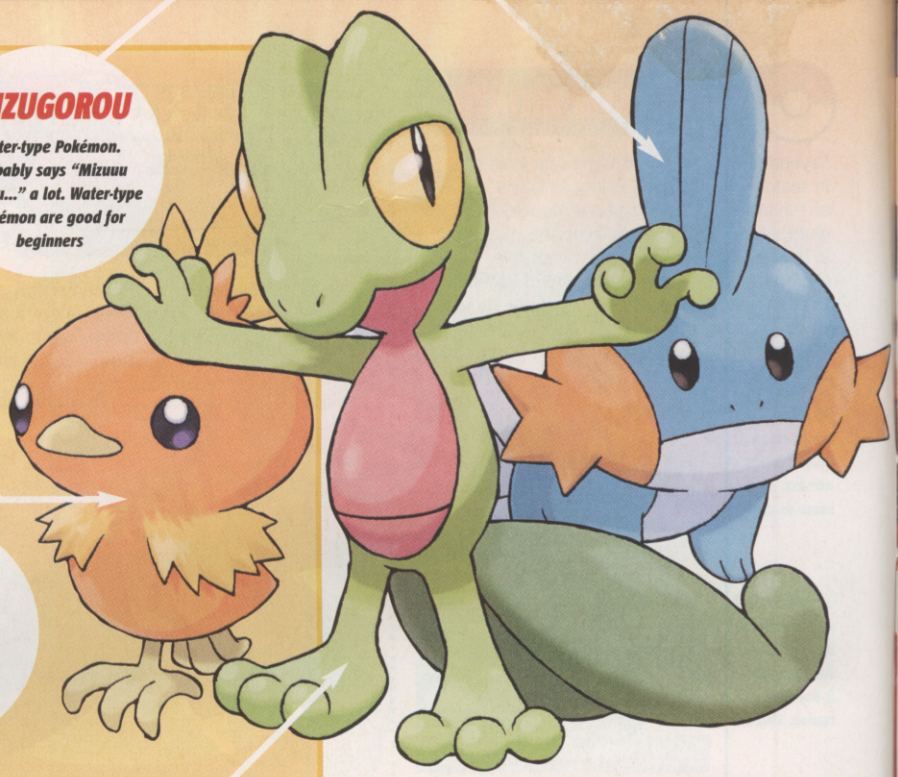
Water-type Pokémon. Probably says "Mizuuu mizuuu..." a lot. Water-type Pokémon are good for beginners

ACHAMO

Just like Cyndaquil in the G/S versions, Achamo is a Fire-type Pokémon. Bet it chirps "Achamo" while hopping around.

KIMORI

Grass-type Pokémon, who might just gurgle "Kimoori kimoorrri". This type is similar to Chikorita



Professor Odamaki prefers to spend as much time in the great outdoors as possible. Unfortunately, his survival skills are rubbish!

Professor Odamaki is cornered by a ferocious Pochiena in the forest

This Level 2 Pochiena is sure to have a powerful bite, but no elemental techniques to cancel Achamo's fiery arsenal

Help the Prof escape and he's very grateful. He has something to give you...

Choose from three Pokéballs to start your new adventure!

Kimori versus Achamo in the first battle against your rival. This could be tough for Kimori...

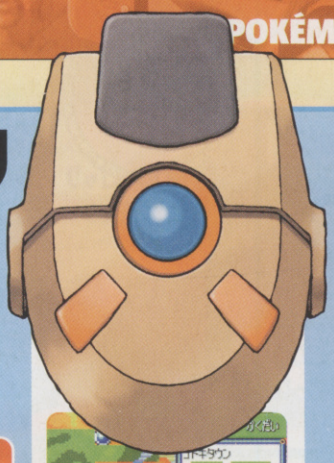
CVG FACT • CVG FACT • CVG FACT •

THE POKÉ GEAR IS OUTTA HERE!

With a whole 351 Pokémon to capture from scratch you'll be needing every spare minute of your time. This is a colossal number of Pokémon to track down, train up, and to keep in order. The old Poké Gear just isn't up to the job of maintaining your collection any more, so Professor Odamaki replaces it with a device called the Poké Navi (Pokémon Navigator). In addition you receive an electronic Pokémon Manual in which to record all the Pokémon you catch, but it's the Poké Navi that has all the super-cool functions.

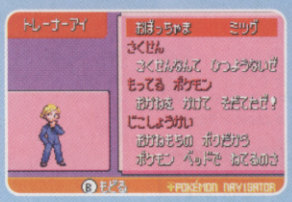
Find out everything you need to know about all the Pokémon you've encountered by using the Pokémon Manual, from Odamaki

You can check on the condition of individual Pokémon in your ownership, including what appears to be the strategic balance of their techniques



Zoom in on the map screen to get basic details on a location and its surrounding area. This prevents you from wasting time visiting places to refresh your memory

Scan the map for contests. The Poké Navi tells you which level your Pokémon need to be to enter. These contests are in addition to the Gym battles, and there are cool prizes to be had – maybe a TM



Record more than just a phone number for the Trainers you meet on your travels. The Poké Navi's Trainer Eye tells you which Pokémon they use in battle and notifies you if they're up for another fight

Have you ever seen such bizarre Pokémon in your life? Look great, don't they!

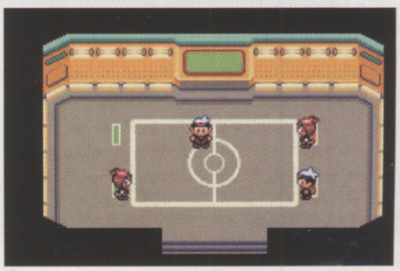
Pelippa and Houelco (top) versus Balbeet and Semehadah (bottom)

When you're battling two-versus-two, you can fight alongside a friend or control both Pokémon by yourself

TWO VERSUS TWO POKÉMON BATTLES!

We're not kidding, and we're not wrong: you can team up with a friend and battle another 2-Up team in Pokémon Ruby and Sapphire – that's two versus two Pokémon for frenetic four-way strategic fights. You'll need to consider your own tactics versus two opponents who could possibly strike one after the other. More intriguing than that, you'll need to work tactically with your partner to combine techniques.

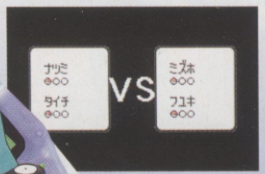
Some Pokémon have special qualities unique to certain partnerships and these you'll need to discover for yourself. There's also an option to play a two-versus-two Pokémon battle for single players, but it won't be as much fun. However you play, you'll be trying to learn how to master all the permutations for years!



This is where four Pokémon Trainers can meet up before starting to battle. Positions please! Oi! You!

Kakuleon (top) versus a cutesy Kinokoko. Looks like Kakuleon is using a psychic technique

Choose which type of battle you want on the second floor of the Pokémon centre. Have your link cable ready!



This screen tells you who's fighting whom

Team up with a friend to battle two other players. This is how it looks before the battle gets started. Excitement... building... gnnnh

Zigzagma (top) is so silly he's great!

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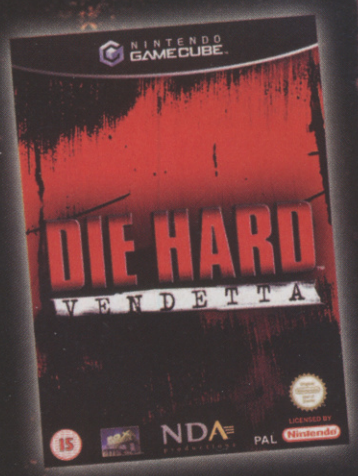

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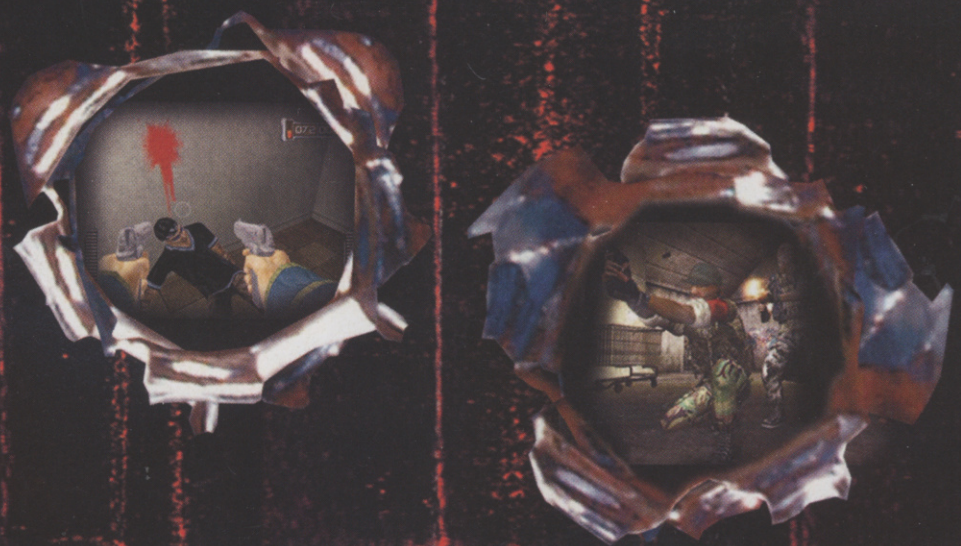

"A top first-person shooter that scores heavily in virtually every department. - 92%" GForce Magazine

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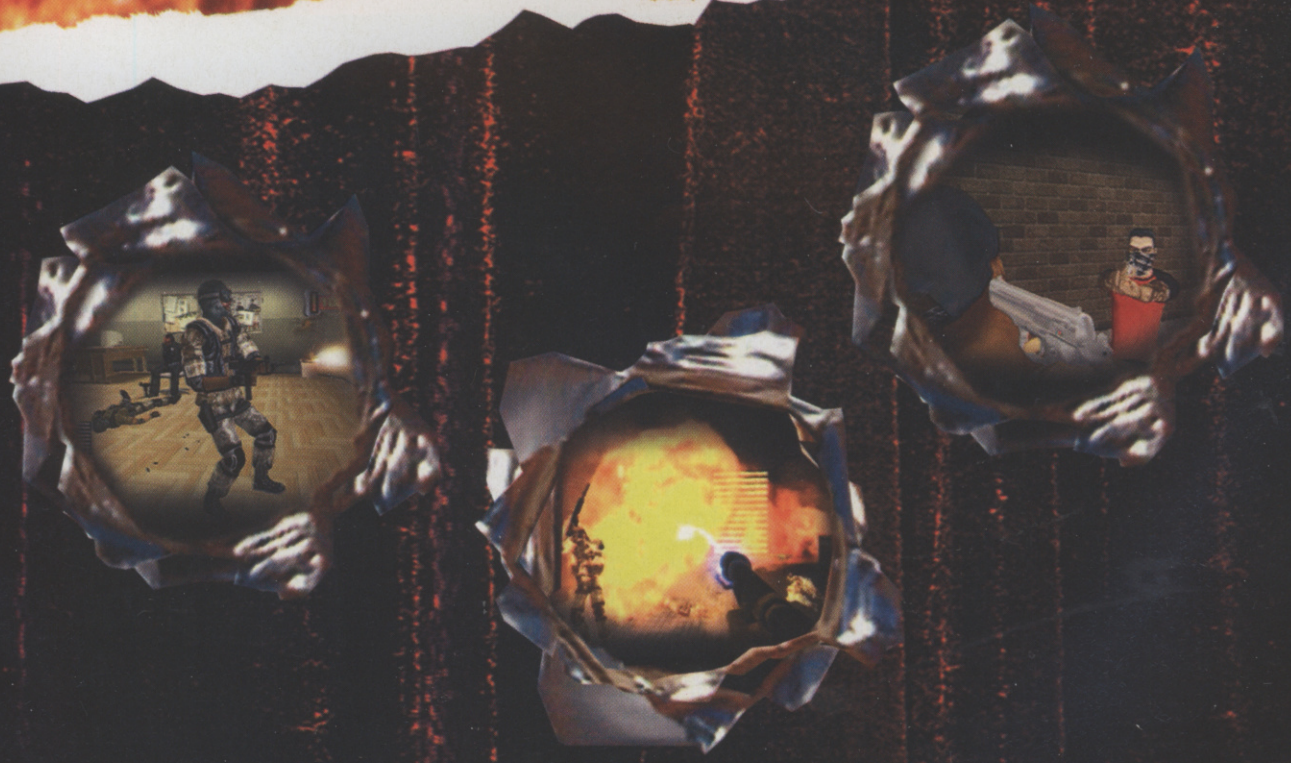
VENDETTA



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HOW CVG'S PREVIEWS WORK

- PUBLISHER: ACTIVISION
- DEVELOPER: ACTIVISION
- OUT: DECEMBER 25
- ONLINE GAMING
- x16

IN A NUTSHELL

Hotly anticipated, super-realistic, sneaky covert-ops sequel to last year's first-person shooter. The team-orientated multiplayer mode encompasses a wide variety of objective-based missions.

GAMECUBE XBOX GBA

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ONLINE GAMING
Can you play the game online, against other gamers around the globe? Find out here

PUBLISHER, DEVELOPER AND RELEASE DATE
Who makes the game and when it's due out, according to the latest info

PLAYERS
How many people can play. If it's anything from one to 32, we'll put 32!

IN A NUTSHELL
A brief summary of what the game is like. If it's an update and CVG has already previewed it we'll also sum up stuff we've said before

FORMAT
The console we played the game on is highlighted red, but other formats it's coming out on are listed too!

WEBSITE
Want more info, more screens and to see it in action? Then try visiting this URL!

THE BEST PICS
See exactly how good (or bad!) the game looks with CVG's sweet-as screenshots

INFO OVERLOAD!
What it's like to play, how it compares to other games and whether it's any good

CVG OPINION
Exactly what we thought of the game, no matter what stage of development it's at

IT'S GOT
The good things we like about the game so far

IT NEEDS
If the developers listen to our advice and include this stuff, it will make it better

WHAT THE EXCITE METER™ MEANS

You can tell how excited CVG's experts are about the game being previewed simply by looking at the Excite Meter! Easy, huh?

The Getaway

- PUBLISHER: SCEE
- DEVELOPER: TEAM SOHO
- OUT: DECEMBER 11
- ONLINE GAMING

IN A NUTSHELL

Cinematic action thriller where you run and drive around an accurately-mapped 40 square kilometres of London. Play through two interwoven story lines as an ex-gangster on the run and a vigilante copper as you try to bring notorious London underworld crime boss Charlie Jolson to justice by any means necessary – lawful or otherwise.

WWW.THEGETAWAY.CO.UK

We hope Lara hasn't set a bad precedent. With her hugely significant PS2 debut game delayed (whoops, there she goes!) until next year, speculation is rife that it's only a matter of time before The Getaway chases Tomb Raider's curvaceous tail into the painful world of game slippage.

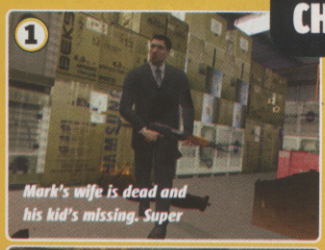
Nevertheless, Getaway director Brendan McNamara insists that the game will make it in time for Christmas. It'll be as late as they can push it, but it'll be there.

We hope he's right because we've played The Getaway and reckon it's got the potential to be one of the slickest and most sexily entertaining games around. It's a game that promises to be as stylish as Grand Theft Auto is stylised (yes, we had to mention it in here somewhere).

Admittedly we're all used to cutscenes and lip-synched voice-acting in games by now, but The Getaway is about to raise the standard of in-game presentation beyond anything that's gone before. Trust us.

Mass destruction is encouraged by the mission objectives

CHOOSE YOUR WEAPON



Mark's wife is dead and his kid's missing. Super

Frank's a bit more mysterious, but he's still a badass

You start the game as Mark Hammond, an ex-gangster trying to get back on the straight and narrow. But at the very start of the game you see your wife ruthlessly murdered and your son kidnapped. So much for that quiet life you were hoping for.

Mark's missions end with a major cliffhanger before switching to Frank Carter's story. Frank's an ex-Flying Squad cop turned renegade and his missions intertwine with Mark's. By the time you get to the end of Frank's game the whole story will, we're promised, fall into place. Sounds cool; let's hope it works.

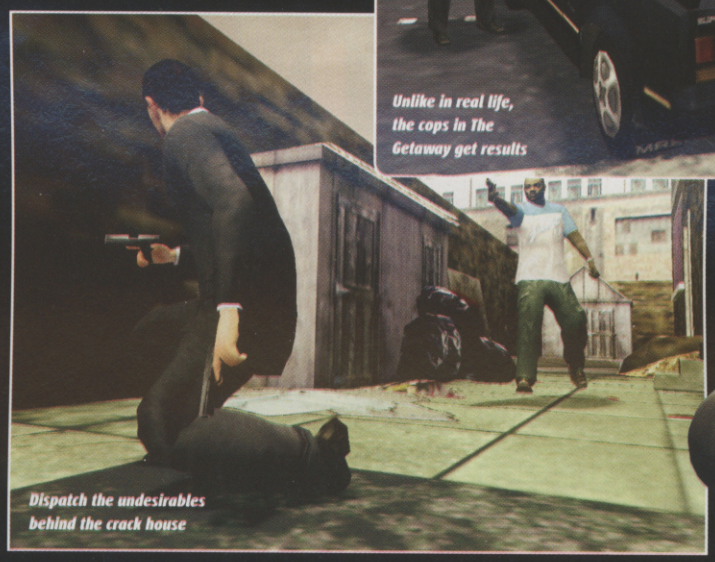
CVG TRANSLATOR

- **THEY SAY:** *"It's the Titanic Factor – you spend a lot of money on something and people want it to flop." Brendan McNamara, director, The Getaway*
- **WE SAY:** *Gamesplayers WILL be expecting something extraordinary, something better than a game that costs just a fraction of the £5 million The Getaway has taken to make. We reckon that the more you report you've spent, the better the game has to be.*

Unlike in real life, the cops in The Getaway get results

Mark's hurt – meaning you're low on health

Break the Lexus by bouncing it up and down the kerbs. Seems a shame not to


Dispatch the undesirables behind the crack house

VIRTUAL REALITY

It's the attention to detail in your surroundings that helps elevate The Getaway to a far loftier status than most action titles ever achieve. What's astounding is the perfectionism that's gone into creating the game environment.

There are accurately modelled London streets and cars of course, but did you know that the everyday items you see scattered around like ashtrays and beer bottles were all photographed from multiple angles and modelled into the game as well?

The approach is similar to dressing a movie set with the right props to create the desired atmosphere. The interiors of real crumbling warehouses and houses of, ahem, ill repute across London were all recorded and recreated in the game. The gameplay has then been placed over the top, with its own clever tricks and filmic style – for example, there are no health bars or radars on screen.

Check the state of your hero's face and clothes to check your status.

Even the buses have real adverts on them

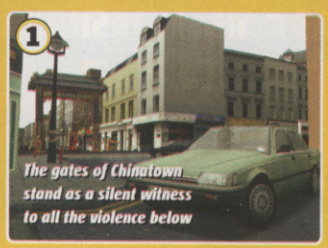
The only way around this fire engine barricade is on foot. Could be interesting

CVG TRANSLATOR

- **THEY SAY:** *"It's so accurate we want this to be kind of an advertisement for London." Simon Wood, senior artist – The Getaway*
- **WE SAY:** *We're sure the tourist board would have a few things to say about the kidnappings, crack houses, strip joints and general criminal grime everywhere. Whatever happened to having a nice day out at Madame Tussauds?*

I'VE BEEN THERE!

Part of the thrill of cruising the mean streets (apart from the drive-by shootings, natch) is spotting areas of our proud capital city you've been to, and even the individual shops you might have frequented. The Getaway gives you the chance to revisit them and shoot that foolish customer who cut in line before you in the spine. That'll learn 'em. Ker-crack!



The gates of Chinatown stand as a silent witness to all the violence below

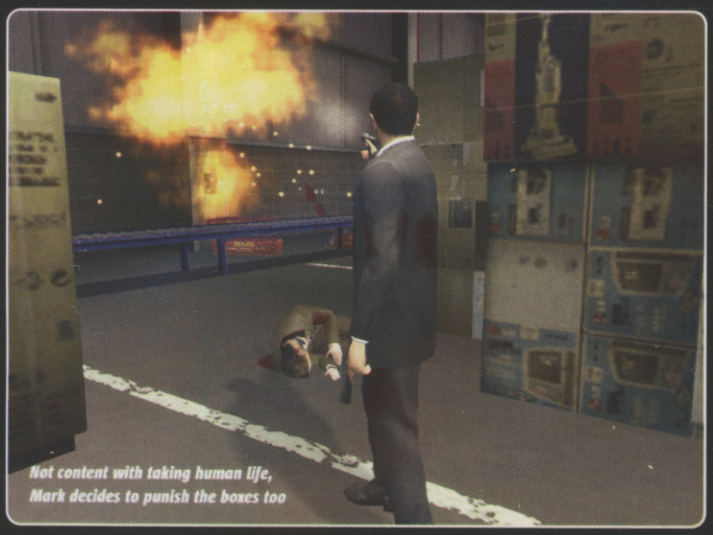
Nothing like a jog around Hyde Park on a chilly morning

Lots of vice in the narrow streets of Soho

Mark's got to get that last French loaf from Sainsbury's or else!

CVG TRANSLATOR

● **THEY SAY:** *By ditching all of the usual on-screen displays like radars and health meters they're blurring the boundaries and helping to push games closer to movies.*
● **WE SAY:** *Well maybe, but it's not like this hasn't been done before. And anyway, we're not so sure The Getaway's devices for representing health and radar direction aren't just a bit too subtle for the intense heat of the action.*



Not content with taking human life, Mark decides to punish the boxes too

Bloodstains and bruises mean you're in trouble. Similarly, to find out which direction you have to turn next when driving, pay attention to the vehicle's indicators – they're your only clue of the way to go next.

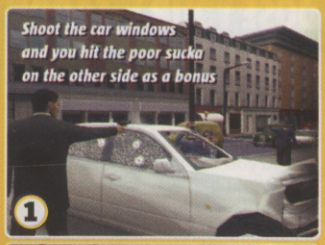
CLASSY, NOT GASSY

Such slickness and attention to detail often comes at the price of gameplay. After our hands-on sesh with the game we're sure this won't be the case with The Getaway. Even with a fair amount of work still to be done on the AI and the targeting system in particular, we could feel the silky classiness of the game oozing out of the pad, making our fingertips all tingly with bling-bling gangsta rudeness.

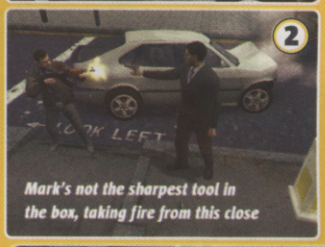
There's no escaping the comparisons to the Grand Theft Auto games, though. GTA: Vice City (see our review p124) is absolutely gobsmacking and lets you do more fun stuff than Sony's game, but The Getaway should be a slightly more serious and story-driven experience. It'll be interesting to see which variation on the same theme you guys choose to splash your cash on.

COOL SHOOTIN'

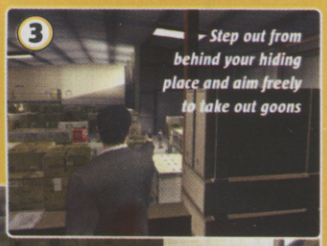
There's all sorts of cool shooting you can do in The Getaway. As well as the now-standard peek-a-boo round-corners move, the Getaway guys can blast with two weapons at once, jump and shoot from corners, take hostages and even take blind pot shots from hiding places by just sticking their hands out into the firing line.



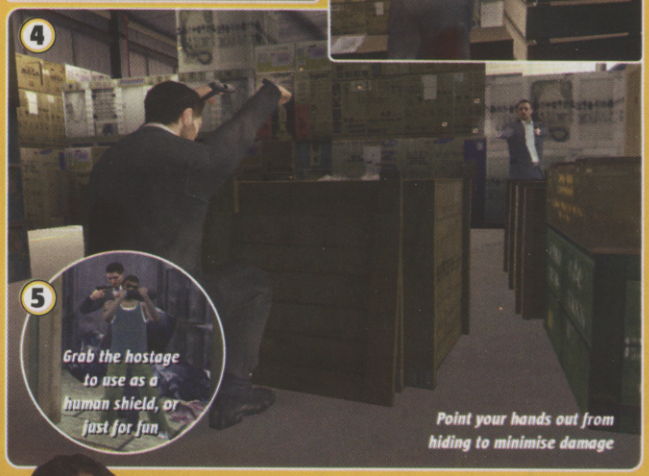
1 *Shoot the car windows and you hit the poor sucka on the other side as a bonus*



2 *Mark's not the sharpest tool in the box, taking fire from this close*



3 *Step out from behind your hiding place and aim freely to take out goons*



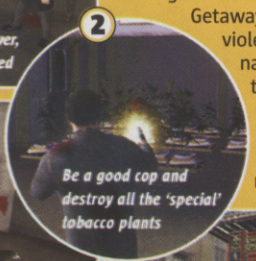
4 *Point your hands out from hiding to minimise damage*

5 *Grab the hostage to use as a human shield, or just for fun*

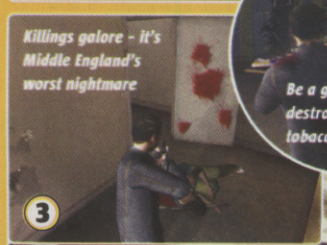
GRITTY AS A SILT MILKSHAKE

In contrast to GTA, which is, granted, hugely violent but in a comic-book kind of way, the murky setting for the action in The Getaway lends the violence a much nastier edge. Prepare to break some of the biggest laws in the land when this beauty is released.

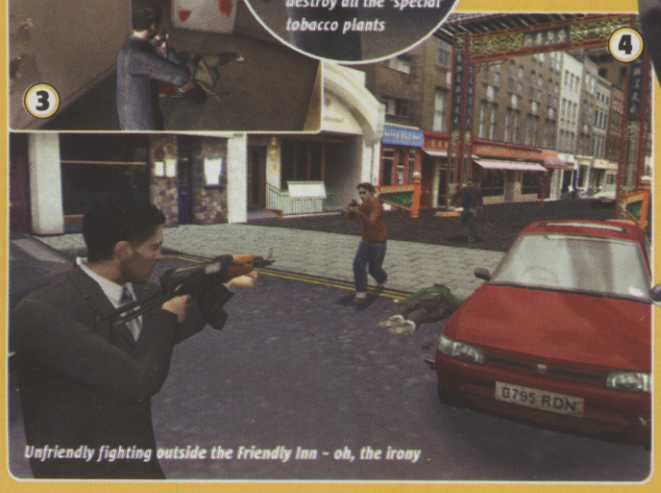
1 *Playing with guns is never clever, especially with the odds stacked*



2 *Be a good cop and destroy all the 'special' tobacco plants*



3 *Killings galore – it's Middle England's worst nightmare*



4 *Unfriendly fighting outside the Friendly Inn – oh, the irony*

Frank's a no-nonsense kinda guy so try not to upset him or you may incur his wrath

With talk of a 12-mission add-on pack to hit next year, plus sequels (they want to make the best use of that delicious and hugely expensive technology, after all), we can expect to see a whole lot more of The Getaway in the future. Right now, though, we'd be happy with a finished version of the first instalment. All eyes are on Team Soho to see if it can help McNamara keep his promise.

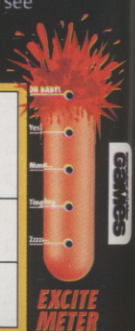
CVG TRANSLATOR

● **THEY SAY:** *"We've been inspired by the Michael Caine character in Get Carter and the Bob Hoskins character in The Long Good Friday. We wanted characters you can relate to because they're real." Brendan McNamara*
● **WE SAY:** *From what we've seen, the characters you play and encounter are nothing more than tedious Guy Ritchie-esque 'gangsta' stereotypes. But then we don't move in the criminal circles of ol' Lahndan Tahn so what the frick do we know?*

CVG OPINION This daring attempt to create something closer to an interactive thriller has all the ingredients it needs to be an absolute knockout. **Lee**

IT'S GOT
- *Incredible attention to detail*
- *Gritty, adult atmosphere*
- *A real-life London!*

IT NEEDS
- *Lots more work on the targeting system*
- *Less hype to live up to*



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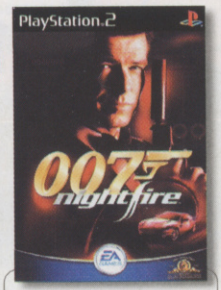

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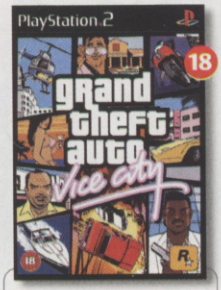

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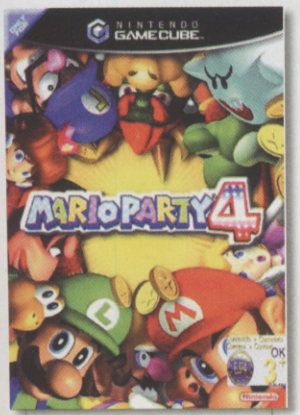

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OUT: 29 Nov
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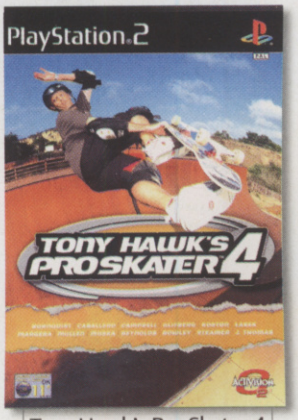

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■ PUBLISHER
TECMO
■ DEVELOPER
TEAM NINJA
■ OUT: DECEMBER

ONLINE GAMING

IN A NUTSHELL

Gorgeous-looking, easy-to-learn sports game with depth, set after DOA3. Choose from eight sexy girls, bounce through many a mini-game and buy gifts to acquire and keep a partner.

WWW.TECMOGAMES.COM/GAMES/DOAX.ASP

Baboas, loblollies, bikini stuffers, tattlers, muchachas, dinghies, twofers, headlamps, bazookas, kalamazoos. Yep, after playing DOAXBV there's only one thing that'll be on your mind: breasts.

We went to Japan to meet Tomonobu Itagaki, the man behind the DOA games' success and to play this sandy, sexy spike-fest ourselves. Tomo (as we didn't dare call him to his face) told us "entertainment should always have an element of sexiness," and boy does this belief show. The bouncy ladies are every lad's wet dream and, thankfully, so is the gameplay. So dab the drool and hold tight for

INSIDE XBOX

WHAT'S THE STORY, MORNING GLORY?

It goes like this... Zack won the DOA3 tournament and set up a luxury holiday island with his winnings. He calls all the DOA girls to his tropical paradise to compete in the next DOA tournament. Of course, this is all just a ruse to get the girls bouncing around on the beach.

We're treated to an intro featuring Zack and a mystery girl at the front of a ship in a brilliant mickey-take of Titanic. He then jetpacks off to the island, after which we see shots of various buxom beauties frolicking in the surf. But pictured is our favourite sequence of all.

Looks innocent enough. Not for long!

Look out! Here comes the seductive strawberry

Look at the detail on the nails

Uh-oh, the finger's going in as well. We love this game

Let's hope she scrubbed her nails before doing that

PLAY WITH ME

This is a really fun game: like in the N64's Mario Tennis, the cute graphics and simplicity of the controls disguise a deep sports sim. Similarly, in DOAXBV there's just the A button to serve and spike, and the B button to receive. But combinations and multiple button presses increase the move count. For example, tap A to toss the ball up for a normal overhand serve, or double-tap A for a jump serve. To maximise power, you must hit the ball at the peak of your jump.

It also takes advantage of the Xbox pad's pressure-sensitive buttons. Slam the button for a powerful spike, press it gently for something weaker and, for a fake, tap it with feather-light pressure. Mini-games, such as jumping across floats in the pool, let you practise and earn money all at once.

There are no plans yet for a four-player mode, except in a possible Xbox Live link-up. Come on, Team Ninja!

There are three types of serve: overhand, underhand and jumping

Press B to receive the ball for your team-mate to spike it back

If you're near enough to the ball, your player will do a spectacular, gusset-flashing dive

Jump in the air and block your opponent's shot for a quick point

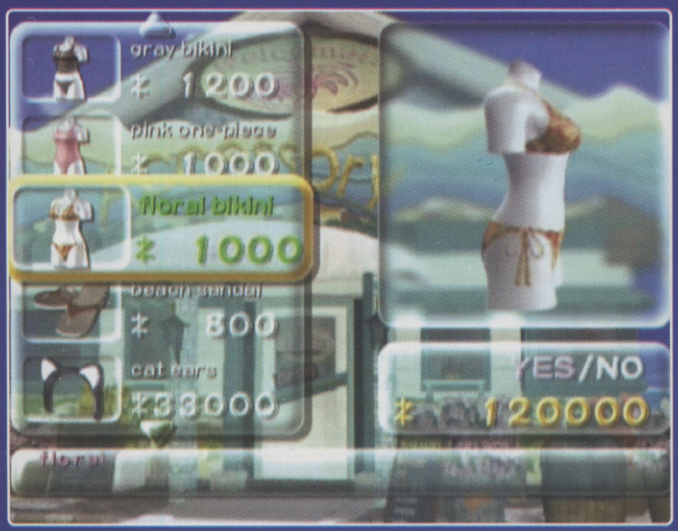
The spike is the hardcore move all good players should master

HELP 'EM PREEN, KEEP 'EM KEEN

DOAXBV has more in common with The Sims than you'd expect from an 'Xtreme' sports game, because the relationship with your team-mate is very important. Choose the notoriously stroppy Christie and nobody will want to have her as a partner. Also, if you lose a few games, your chosen partner will disappear in a strop for a fumble in the jungle.

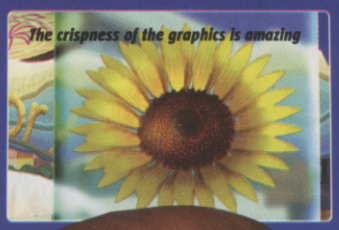
So it's a good idea to use your player earnings to buy gifts for your partner, or prospective partner, to avoid too many girly scenes. There are 700 items on offer, from brooches to bikinis and sunglasses, and you must think about the receiver's tastes and personality to find something fitting, otherwise it'll end up in the bin.

Nothing is guaranteed, though, so you can also employ some sneaky tactics and buy gifts to sweeten up other players in case you get dumped. Miaow! It all makes for a unique sports game experience.



Pick a bikini that looks sexy on your team-mate. Thongs are normally best

Try not to get sand in your diamonds



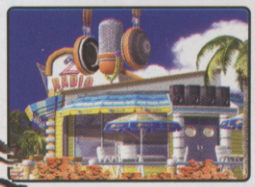
Choose the coolest shades around – not quite Gucci, maybe, but they should do

AND THE REST

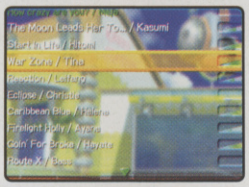
According to Itagaki-san, the game is supposed to feel like a vacation, so there's no tournament to play in the game's two-week time span: it's all just for fun. There are loads of appropriate party songs already on the disc, and you'll be able to rip your own songs to the Xbox hard drive.

You can spend all day looking at your character while she poses in the jungle, and, when you return to the hotel, you can chill out and watch a spot of telly or just sleep. It's your holiday so you choose; just make sure you have a good time.

The radio station is the centre of your musical activities



Arrange your playlist from those on offer or rip new songs



Choose a bikini, go to an area, zoom in and check her out

CVG OPINION

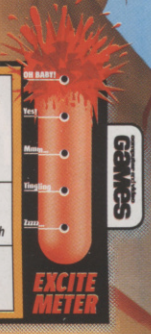
We expected it to just be about perving so, although that's an important element, it was a treat to find a really fun game underneath. Can't wait! **Jimmy**

IT'S GOT

- Beautifully crisp graphics
- Gorgeous, pneumatic girls
- Fun volleyball game underneath

IT NEEDS

- Four-player action
- Xbox Live compatibility
- Adjustable difficulty levels



■ PUBLISHER
MIDWAY
■ DEVELOPER
MIDWAY
■ OUT: DECEMBER

ONLINE GAMING

XBOX
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WWW.MIDWAY.COM

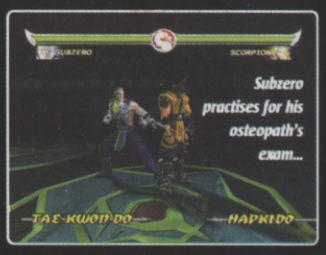
MORTAL KOMBAT
DEADLY ALLIANCE

FATAL ATTRACTION

When one of the goriest games of the early Nineties is updated for the Noughties, what is it that we care about? The controls? The depth of the fighting system? No, we bloodthirsty gaming nutters are only interested in the fatalities – quantity, causes, effects... you get the picture.

In the original Mortal Kombat, the gruesome death moves could be executed at the end of the final round: Johnny Cage would viciously decapitate his opponents with an uppercut, Kano would rip out the victims' hearts and Raiden would shoot lightning at his enemy's soon-to-be-exploding head. The only purpose of these moves was to humiliate your opponent, you understand. Fine by us.

Now those kind people at Midway have given us these brand spanking new shots of Subzero's ghastly Fatality in action and, as in the game's predecessor, it's as evil-looking as your gran's 'tash.



Subzero practises for his osteopath's exam...

RESIDENT EVIL 0

■ PUBLISHER
CAPCOM
■ DEVELOPER
CAPCOM
■ OUT: EARLY 2003

ONLINE GAMING

IN A NUTSHELL

The newest instalment arrives with a smouldering new hero plus a smart sidekick to help clear the cobwebs from Res Evil once more. With this series, success isn't always down to blasting, it's about managing resources, in this case the two new lead characters Billy and Rebecca. Overall, the experience is more thrilling than ever.

WWW.CAPCOM.COM

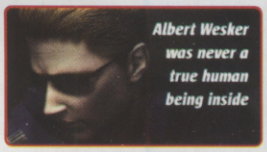
Intentional or not, that the new Res Evil starts on a train is a terrific delivery into the arse-end of rotten hell: all aboard the express train to trauma. It's a highly claustrophobic, uncomfortably controlled environment, leaving you at the mercy of a mysterious tormentor. You won't be able to wait to fight your way out alive!

On the flip-side, being boxed in is a good way for rookies to learn the ropes without getting confused and frustrated too soon. The new partner system requires a fresh approach.

TRAITOR IN THE MAKING

"Geddaaaarduvvit!" "Goouuarn!" A couple of the things you'd say to Albert Wesker if he came knocking on your door. In case you don't know, or are in need of reminding, Wesker is a traitor. We see him conspiring with fellow scientist William Birkin to smuggle the deadly T-Virus out of Umbrella Corporation.

In addition to being a commander for the S.T.A.R.S. Alpha Team, Wesker is a lead researcher for the T-Virus. He uses Birkin's pride as a scientist to gain his trust. This meeting is the beginning of the end for Birkin, but the start of something powerful and sinister for Wesker.


Albert Wesker was never a true human being inside

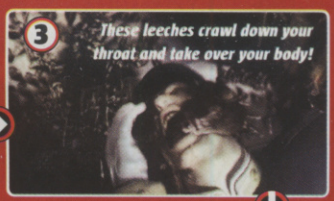
If only William Birkin wasn't such a moron

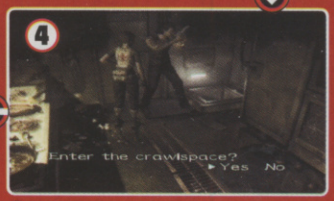
YOU NEED ME – ADMIT IT!

Teamwork between Billy and Becca amounts to more than just extra firepower, as both have unique skills. For example, medic Rebecca is the only one who knows how to mix herbs. Billy, meanwhile, has the strength to shift heavy objects. Remember this when the duo head off in opposite directions to overcome obstacles.

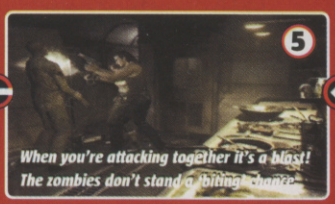
1 Becca doesn't trust Billy at all at first

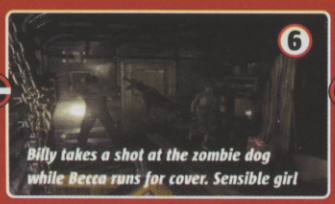
2 Not your usual view from a train window


3 These leeches crawl down your throat and take over your body!



4 Only one person can go down here


5 When you're attacking together it's a blast! The zombies don't stand a 'biting' chance


6 Billy takes a shot at the zombie dog while Becca runs for cover. Sensible girl

7 Just your average zombie? This guy is made up of slimy leeches, as Becca discovers

8 ... and he has these horrible tentacle arms

9 Billy must tackle the giant scorpion alone

10 Somehow our guys have to stop this train...

11 "Are you sure the buffet car is this way, Billy?"

12 Granddad's scored! He won't be living long, though

13 Who's responsible for this – surely not Billy Coen?

SLY RACCOON

■ PUBLISHER
SONY
■ DEVELOPER
SEGA/SUCKER PUNCH
■ OUT: EARLY 2003

ONLINE GAMING

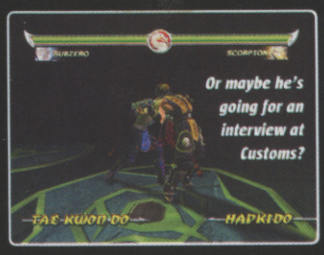
WWW.UK.PLAYSTATION.COM

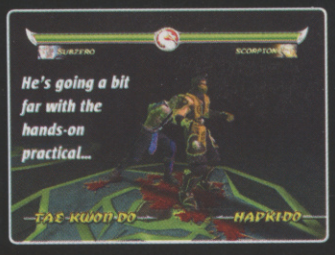
An appropriate pseudonym for this game might be Metal Gear Mushy, because it involves simplified special ops-style infiltration, but with a Mario-esque platform twist that makes the game that much easier than MGS.

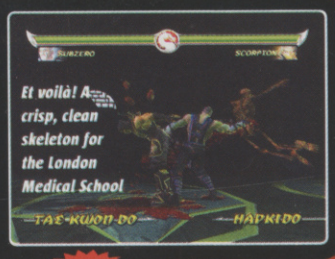
But Sly Raccoon's beautiful graphics make playing this game really special: the standard of cel-shading almost puts it up there next to Zelda. The wonderfully animated characters wander through the detailed environments with staggering draw distances.

While we go and scrape the gravel off our jaws, take a look at these screenshots to get an idea of how mint this game is.

Our hero can use his cane to sch-wing!







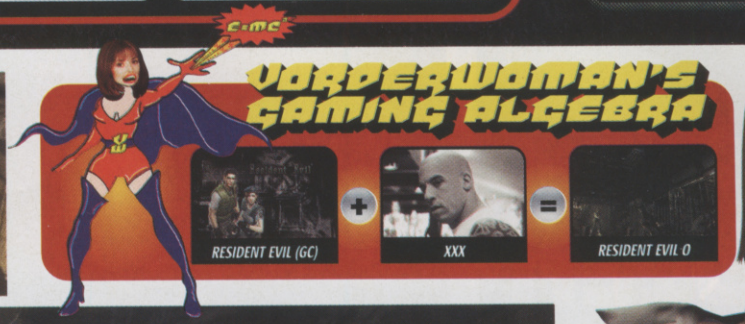
CVG OPINION Although the fights seem very two-dimensional, it's looking gorgeous, and keeps a tight hold on that quintessential Mortal Kombat feel. **Jimmy**

IT'S GOT
- Great graphics
- Cool weapons
- Gruesome fatalities

IT NEEDS
- More three-dimensional fights
- A less arcadey feel
- A bit more polish

Billy takes a knife to a fallen zombie before he gets up for some 'afters'

Gunsmoke from Rebecca's automatic and blood spurting from the stricken zombie's neck. Nice...



Everyone has something to learn and of course this is done the hard way!

MASTER OF MONSTERS?

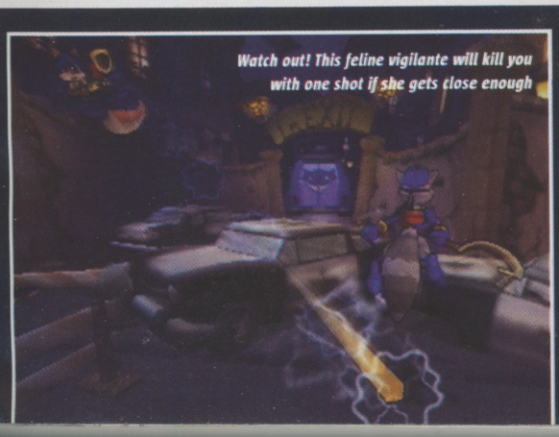
More on the new mystery bad guy; for now let's call him Wee Willy Winkie (we still don't have a name). Whatever's going down in Raccoon City seems to be more than illegal drug-related research. During the intro movie to RE0, old Winky is seen observing a passenger train from a distant hilltop, raising his arms as if to cast a spell. We also see the passengers before disaster strikes, enjoying dinner or reading a book, as in the case of the first victim.

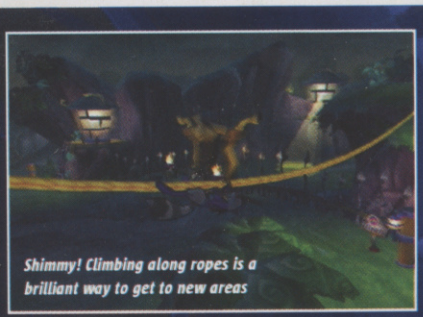
Well, it seems that the Winkster is some kind of summoner because, at his command, a mass of mutant leeches smothers the train, breaking through the windows to devour and somehow possess some unfortunate souls. We guess that the Winkmeister is also in command of the overgrown scorpion encountered later on, and a host of other similar mutants throughout the game. What the hell is wrong with him? We want to find out!

CVG OPINION There'll be thousands of PS2 and Xbox owners wishing they had a Cube to play this on. Better make sure you've got one at home soon, eh? **Paul**

IT'S GOT
- Back to before the original Res E
- Double the action and gore
- Most amazing visuals yet seen

IT NEEDS
- This control system's aging a bit
- Shame it isn't coming to PS2...
- Shame it isn't coming to Xbox...





CVG OPINION With cel-shaded graphics to give Zelda a run for its money, this looks like being a simple, genre-busting twist on the traditional platform game. **Jimmy**

IT'S GOT
- Beautiful graphics
- Well-animated characters
- Solid platform mechanics

IT NEEDS
- More balanced gameplay – in places it's too easy, while elsewhere it's too easy too die

Some missions require you to protect ships like these

BATTLE ENGINE AQUILA

- PUBLISHER: INFOGRAMES
- DEVELOPER: LOST TOYS
- OUT: JANUARY 2003
- ONLINE GAMING

WWW.INFOGRAMES.CO.UK

It's the near future, and all that's left of the world are small islands battling for survival. Cue romping arcade robot action.

The title refers to the prototype fighting machine that our hero Hawk gets to control: a monster mech that can transform from a land-based robot into a high-speed flying machine. There are loads of weapons, from homing missiles to cannons, and the split-screen multiplayer mode will let you blast the hell out of your mates.

Knock out this evil-looking transport to give the islanders a chance at survival

The evil-doers causing all the trouble. Kill 'em!

CVG OPINION

Games like this are a dime a dozen at the moment. Although it looks crisp and there're loads of weapons, this doesn't stand out from the crowd. **Jimmy**

IT'S GOT
- Crisp graphics
- Loads of weapons
- Split-screen multiplayer

IT NEEDS
- Less confusing controls
- More exciting gameplay
- Something to make it different

CVG GAMES EXCITE METER

PRIMAL

- PUBLISHER: SONY
- DEVELOPER: SCEE CAMBRIDGE
- OUT: FEB 2003
- ONLINE GAMING

IN A NUTSHELL

In this third-person action game you play as a modern girl pulled into a world of demons. Discover and unleash her hidden powers, and control her gargoyle sidekick too.

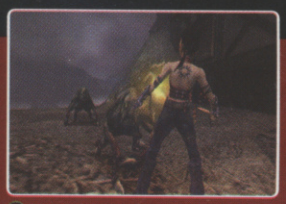
WWW.PRIMALGAME.COM

SERIOUSLY BEAUTIFUL

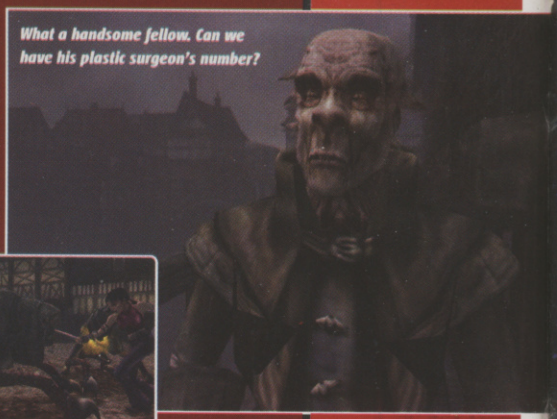
Get this straight: this is no kiddies' game. The story line may be fantastical but it's also really absorbing.

The boyfriend of our heroine, Jen, is abducted by an evil, demonic creature. In a frantic attempt to rescue him, she teams up with a proud gargoyle called Scree, and soon the two of them are dragged into the battle between Arella (Order) and Abaddon (Chaos).

The beautiful graphics drive the story, and the gorgeous textures provide lots of visual variety, despite the abundance of browns and burgundies. The characters with their rich detail look especially good, and sexy Jen in her full polygonal glory is a sight for sore eyes indeed.



This gothic girl has loads of tattoos and almost as much make-up as Barbara Cartland. But not quite



What a handsome fellow. Can we have his plastic surgeon's number?

Unlike in many games, the character models here aren't blocky

She's hard enough even before she morphs into her feral state

CHANGING FACES

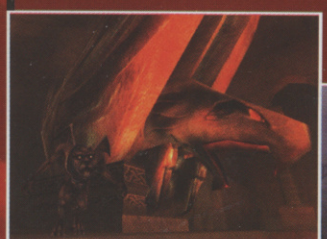
In homage to Buffy, Jen discovers that she is the 'chosen one' and can morph into a half-woman/half-beast creature who uses her wrist-bound gauntlets to take out enemies with lightsaber-style magic. She will eventually be able to change at will and use a set of stronger hand-to-hand attacks – including Mortal Kombat-style finishing moves.

Jen morphs into her feral state. Freaky

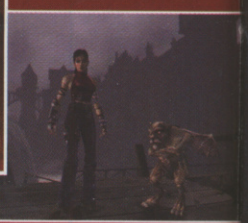
Looking cool, even if her back is a bit hairy

LEMME HEAR YOU SCREE-M

At certain points, you'll need to hit the Select button to control Scree. This impish figure can pick up mystical Load Stones, which allow him to manipulate objects such as statues from a first-person viewpoint. It's only by doing this that certain puzzles in the game can be solved, and you can continue on your quest.



Scree can move statues by 'becoming' them



Looks like the happy couple had a bit of a barney last night

CVG OPINION

It looks amazing and has two controllable characters, but will it be any different from a dozen other third-person action games? Let's hope so. **Mike**

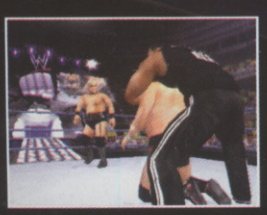
IT'S GOT
- Beautifully textured graphics
- The ability to control two characters
- Some intriguing puzzles

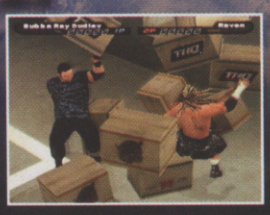
IT NEEDS
- To be less derivative
- Fewer cutscenes
- A stronger storyline

CVG GAMES EXCITE METER

YOU BRING YOUR MATES

WE BRING 6 PLAYER ACTION





WE BRING THE WHUPPIN, YOU BRING THE ASS!™

WWE SMACKDOWN! SHUT YOUR MOUTH

PlayStation®2

JAKKS Pacific INC. THQ

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STEEL BATTALION

PUBLISHER
CAPCOM
DEVELOPER
CAPCOM
OUT FEB 2003

ONLINE GAMING

IN A NUTSHELL

Stomp around like a very angry, giant metal god, unleashing hell in the most brilliantly realistic and hardcore mech game in history. Sat behind an almighty 40-button twin-stick controller you charge into war, engaging tons of other giant Vertical Tanks (VTs) and enemy forces in ruthless, futuristic, urban conflict. Get in!

XBOX

WWW.TEKKI.JP

COCKPIT EXPLAINED

At first glance, the monster controller and in-game cockpit are insanely intimidating and totally bewildering. The cockpit layouts do vary slightly from one VT to the next, but most of the dials and displays stay near enough in the same place. It might look daunting, but don't panic because CVG is here to give you a guided tour around the mother of all dashboards. Stand back, it's all systems go!

START 'ER UP

Before you even get going, you have to hit three buttons and flick five switches. A little excessive? Yep, and we love it.

HIT THE JUICE

Like any vehicle, this beast has gears. You've got to build up momentum in the lower gears before you can hit high speeds. Use the right foot pedal to accelerate and the middle one to brake.

Different types of terrain will affect your choice of gear. Try to climb a hill in fourth, and you ain't going nowhere. Attempting to turn sharply while at top speed will cause your VT to topple over onto its side like an giant robotic drunkard.

20/20 VISION

When locked in combat you're often not looking or fighting in the same direction as your legs are moving. This is what the sub monitor is for. You can press a single button to switch between one of four viewpoints: the default view looks in the direction you are moving, sky view shows you what's around you in all directions, the rear view does what you think it does, and the lock-on view auto-zooms in on any locked-on target in the distance.

SKIP THE LIGHT FANDANGO

The left stick controls the direction in which your VT is travelling. When under fire you can do a massive hopping sidestep by pressing the left foot pedal while pushing either right or left on the stick.

Moving this little thumb stick around enables you to control the upper section of your VT independently with 180° movement

WINDSCREEN WASH, GUV?

The 15 other buttons on the central panel of the controller are used for various tasks, such as reloading, washing your windscreen, using the extinguisher and turning on your night vision.

CHAIN OF COMMAND

Bark orders at your fellow platoon members using the tuner dial and five communicator buttons. "Get down and give me 20, maggot!" Maybe not.

The thousand-yard stare: Mike tastes the true horrors of war

VITAL STATISTICS

You might as well run into battle unarmed, blindfolded and in the nuddy if you don't know how to use your VT's multi-monitor. The three corresponding buttons on the controller enable you to zoom in and out of the War Map, check your VT's status, mission objectives, enemy whereabouts and statistics, and check up on the other members of your platoon. Don't leave home without it.

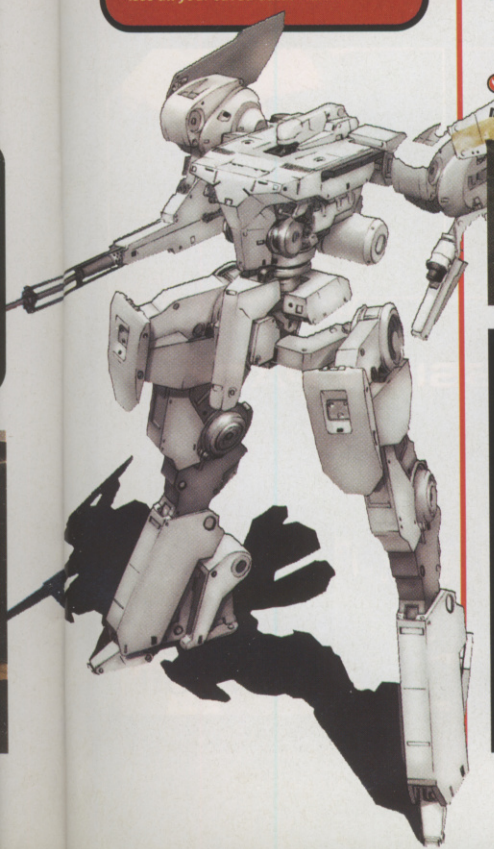
HE AIN'T HEAVY... OH YES HE IS!

The right stick steers the aiming reticule on screen. Simple. But because Steel Battalion is so realistic, you have to remember that you're controlling an insanely heavy giant mechanical robot. Which means your weapon arm takes a second or so to shift around to where you're aiming.

Once you've locked on an enemy by pressing the circular red button on the stick, you can hammer the right button to fire your main weapon, or squeeze the trigger behind to unload your sub weapon. And like every good VT pilot, you'll want to keep track of how much ammo you're packing at all times. The small panel in the top right of the cockpit gives you information on the main weapon, and the left-hand side shows you the status of your sub weapon.

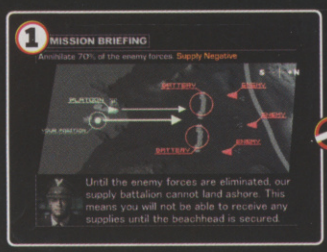
WHAT GOES DOWN MUST GO UP

This is the good old-fashioned power bar. Get hit and you lose energy. A strange and unique concept, we know, but bear with us. When your energy dips to critical status, the cockpit will start to short-circuit, smoke, then burst into flames and kill you. As soon as you notice your dashboard fizzing, flip up the plastic jacket covering the eject button, then hit the big red button hard. If you don't eject in time, you lose all your saved data. Harsh!

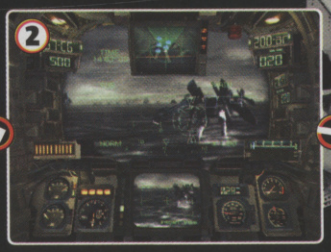


D-DAY: THE SEQUEL

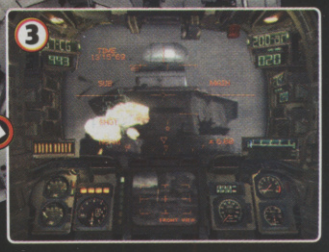
When CVG interviewed Steel Battalion's producer, Atsushi Inaba, he spilled the beans on the inspiration he gained from the film Saving Private Ryan. So much so, in fact, that the second mission pays homage to the D-Day landings. Your platoon is forced to storm the coastline in an aquatic assault, suppress enemy gun emplacements and overcome beach defences.



The briefing shows the resemblance of the mission to the Omaha Beach landings of 1944



Wade through the shallows and weave through the beach defences...



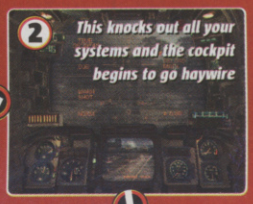
... before taking out the enormous gun emplacements dotted along the coast

SURVIVAL OF THE QUICKEST

On the battlefield you have tons of things to think about at once. Luckily, after a few days of play you'll find yourself becoming at one with the complex controller and cockpit, multi-tasking for Britain. And the sooner you do, the better, because failing to recognise when to eject in the heat of a battle results in the loss of all your save games. No one said it was going to be easy.

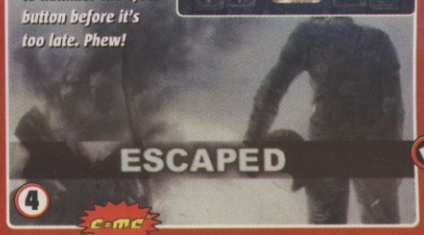
Out of the debris comes an enemy VT. He unleashes machine gun fire and missiles on you

This knocks out all your systems and the cockpit begins to go haywire



You fumble around as the cockpit begins to fill with flames...

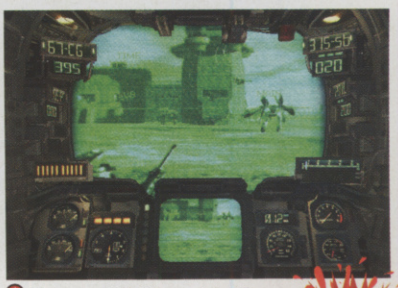
... and just manage to hammer the eject button before it's too late. Phew!



Fire in the hole! Pump enemy buildings with missiles

You can almost smell the napalm wafting in the air

Take out a squadron of bombers flying overhead



Use your night vision... at night!

ON A BENDER

We went around blasting everything in sight, and were amazed to see objects and enemies collapse, bend and fall apart so realistically.

That tower's ripe for the toppling. Ak-ak-ak! Unleash a swift burst of fire...

... then wait for the structure to sheer, twist and tumble down to earth

CVG OPINION

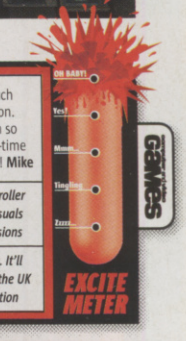
Mech games don't get much meatier than Steel Battalion. And from what we've seen so far, it could become an all-time classic. Monster! Monster! **Mike**

IT'S GOT

- The absurd, brilliant controller
- Outstandingly realistic visuals
- 12 mad, action-filled missions

IT NEEDS

- A slightly lower price tag. It'll weigh in at around £150 in the UK
- An online multiplayer option



NEXT MONTH...

We get shrapnel in our butts, reporting from behind enemy lines. CVG will explore more missions and debrief you on the full gritty realities of going to war in Steel Battalion.

SELECT YOUR SOLDIERS
GET THE REAL TASTE OF THE BATTLEFIELD

Tom Clancy's GHOST RECON

THE 2001 PC GAME OF THE YEAR NOW ON CONSOLES

PS2 SCREEN SHOTS

XBOX SCREEN SHOTS

BONUS : INCLUDES DESERT SIEGE MISSION PACK*

- Next-generation military technology : use the newest infantry gear and weaponry
- More than 25 multiplayer maps in cooperative & adversarial modes

*Desert Siege is single player on PS2 and Gamecube. Multiplayer on Xbox.

Red Storm ENTERTAINMENT

XBOX LIVE

PlayStation.2

Ubi Soft ENTERTAINMENT

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SUPER MONKEY BALL 2

PUBLISHER
INFOGRAMES
DEVELOPER
SEGA
OUT: TBA

X4

IN A NUTSHELL

Cute-looking sequel to this year's Cube puzzle hit. You control the tilting environment, moving a monkey in a ball to the goal within a set time. Multiplayer mini-games pleasingly boost the game's longevity. Pass the 'nanas!

WWW.SEGA.COM

BEDTIME STORIES

We loved the original SMB for its simple premise and excellent execution. Thanks to that simplicity, Sega has been able to bash out 150 new thumb-numbing, hair-pulling levels for players to get to grips with, which take place within the straightforward, super-cute Story mode.

SMB experts will be dumbfounded by the harder challenges, but should find the difficulty curve increases consistently from level to level. And with crisper visuals and more background animation making the new levels feel less empty than before, you'll be hanging from the trees, screaming with joy.

Dr Bad Boon, your evil nemesis, is the driving force behind the story mode

Some of the new levels are so crazy, they'll make you puke

The newly animated backgrounds make the levels feel less empty

There will be stop, rewind, fast-forward and play pads

We reckon these new levels look as sexy as J-Lo chomping on a 'nana

The level design is much more extravagant than in the first game

MULTIPLAYER MADNESS

The multiplayer mini-games are the reason we're still playing the first game, and the sequel doesn't disappoint. The six originals are back but with new features. For instance, Monkey Target has formation flying, Monkey Bowling features cool new moving lanes and Monkey Fight has a sudden death mode.

There are also six new games: Monkey Tennis, Soccer, Baseball, Shot, Dog Fight and Boat Race.

Use L and R to navigate this craziness

It's not Pro Evo, but this little game should provide a nice little distraction

Our favourite has made a reappearance! The 'big glove' mode - really wicked

Maybe SMB2 will be the game to make baseball popular in Europe. Maybe not

The monkey race has all-new tracks, but hopefully without the original's slowdown

New bowling lanes move, zig-zag and twist for an extra challenge

SUPER MONKEY BALL JR.

When we first played SMB's GBA cousin at ECTS 2002, we couldn't believe how well it worked, especially considering its troubled development history. The controls were made easier for the GBA's digital pad, but it still retained the fun.

There will be over 60 levels (some of which are original) in singleplayer and Monkey Duel modes. Or you can play Monkey Fight, Monkey Bowling or Monkey Golf via the Game Link Cable. Expect GBA monkey mayhem in early 2003.

The ability to play Super Monkey Ball on the Tube or on the bog? Bring it on!

The transferral of the tilting platforms to handheld is looking good

CVG OPINION

SMB was an original, modern classic and we can't wait to get our hands on the new levels and multiplayer games. Thank God for Sega. **Jimmy**

IT'S GOT

- Loads of new levels
- New and updated multiplayer
- Snazzy new graphics

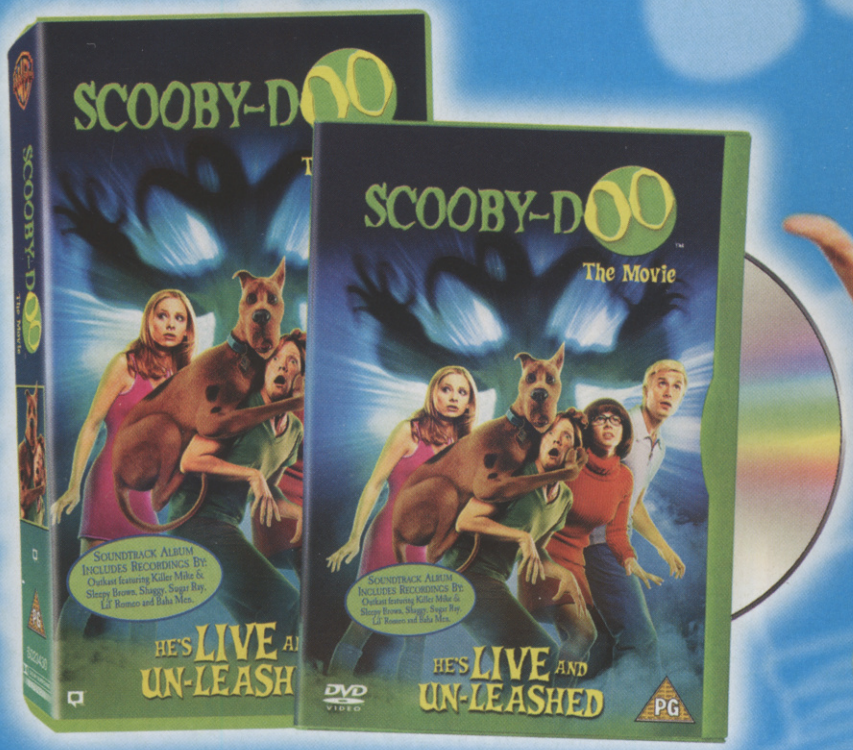
IT NEEDS

- Better sound
- Another sequel as soon as possible please, Sega!

EXCITE METER

SCOOBY-DOO™

The Movie



Like Wow!

Buy it on video and DVD VIDEO from 25th November at ASDA

Also available to rent

www.scoobydoothemovie.co.uk

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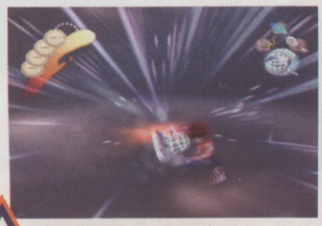
■ PUBLISHER NAMCO
■ DEVELOPER SCEI
■ OUT: DECEMBER

ONLINE GAMING

IN A NUTSHELL

Funny sequel to the 1999 hit. A boy rounds up smart, globally rampaging apes over 20 cartoon-like platform levels. Unlockable multiplayer mini-games include Dodge-Soccer Footmonkey and Monkey Tightrope.

WWW. APEESCAPE2.COM



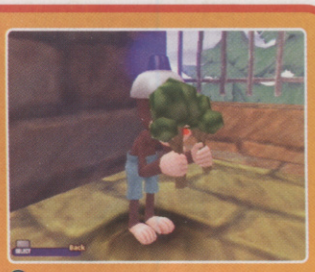
The casino level is a crazy mix of bright colours, with cheeky monkeys spinning on roulette wheels

The hyper-animation that cuts in when you catch an ape is brilliant

APE 2 ESCAPE

MONKEY MAGIC

One of the big attractions of the first game was its quirky sense of humour and this new instalment seems to be just as funny, mainly thanks to those pesky primates. Different monkeys have different characteristics – some are aggressive, some can swim, some can run fast – but all are cheeky, so you'll have to use different tactics to capture each one.



BAMBOONDINI: thinks that hiding behind a couple of twigs makes him an escape artist. Think again, ape-boy!

MONK QUIXOTE: small but fearless nonetheless, he'll stab you if you go anywhere near him. So watch out

BEDAY: so called because the little fella's spent three days with a fountain spurting up his butt. Our favourite

TORO: he might be confident, but that blue siren on his head won't help him to detract the attention of that bull

TOMKEY CRUISE: this primate's impossible mission is to guard this spot, but you can net him in no time

GADGET HEAVEN

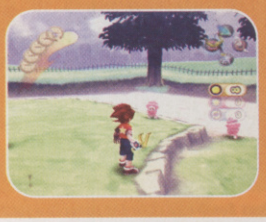
A bunch of cool items help you to round up the monkeys, which are allocated to either the Circle, Square, Triangle or X buttons. Press the appropriate button to pull out a weapon and the right analog stick to move it. At first this control system feels strange, but once you get used to it it's second nature.

DASH HOOP: Put on this rapid ring, spin the right analog stick, and you'll be as fast as a cheetah

ROBOT: the game features vehicles that, while not conventional weapons, can still be used to capture monkeys and kill enemies

STUN CLUB: this basic weapon is used to thwack monkeys over the head and kill enemies. You can use it to hit switches and turn cogs, too

AQUA NET: this sub-aqua speeder enables you to swim underwater. By pressing down on the right analog stick, it fires a net to catch swimming monkeys. Cool!



CATAPULT: obtained after a few levels, you use this to hit hard-to-reach buttons and distant enemies, like an ape perched up on a statue

CVG OPINION

There's more gadgets, more levels and better graphics than the original. And with very little wrong with it, we can't wait to catch some monkeys. **Jimmy**

IT'S GOT

- A good sense of humour
- Gorgeous, cartoony graphics
- Cool mini-games

IT NEEDS

- Tweaked controls – going upstairs is currently a bit too tricky

ON RABIT! Yes! Mmm... Tingling Zzzz...

EXCITE METER

■ PUBLISHER MIDWAY
■ DEVELOPER SEVEN STUDIOS
■ OUT: DECEMBER 6

ONLINE GAMING

XBOX GAMECUBE GBA

WWW.DEFENDER.MIDWAY.COM

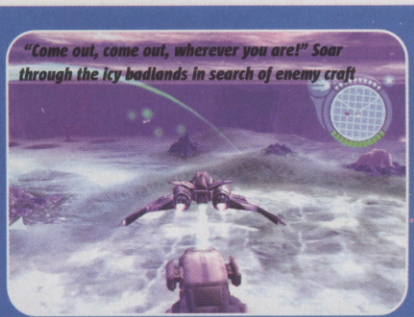
DEFENDER

Resurrecting the long-buried soul of a classic Eighties shoot 'em up, next-gen offering Defender propels you into a vast, free-roaming, three-dimensional world.

The control set-up is quite unusual, because you can strafe using the L1 and L2 shoulder buttons, accelerate with R2 and reverse with R1. However, clumsy as this system may sound, steering your ship through the large alien landscapes is surprisingly easy and instinctive.

Destroying enemy buildings, rescuing stranded colonists and engaging in fierce aerial combat are a few of the missions you'll face in one of six upgradeable ships. Can't wait. Oh.

"Come out, come out, wherever you are!" Soar through the icy badlands in search of enemy craft



CVG OPINION

Lacking originality and visual panache, Defender is going to have a tough time standing up to the likes of Rogue Leader and Ikaruga. **Mike**

IT'S GOT

- An intuitive control system
- A name that old-timers know and respect(ed)

IT NEEDS

- More animated environments
- Faster-paced action
- Some truly original features

ON RABIT! Yes! Mmm... Tingling Zzzz...

EXCITE METER

- PUBLISHER TAKE 2
- DEVELOPER CROTEAM
- OUT: DECEMBER 6
- ONLINE GAMING
- x16

IN A NUTSHELL

A hybrid of the original PC game and sequel, Serious Sam on Xbox is a massive 36-level pantomime blaster. Riddled with hilariously huge and outrageous-looking enemies, the emphasis in this tongue-in-cheek shooter is solely on killing everything you see. At a glance, Sam's console debut looks much the same as its PC cousins. However, the structure of the gameplay has undergone a few changes in an attempt to make it more appealing to Xbox owners.

XBOX

WWW.GOTHAMGAMES.COM/SAM/

MAD AS A BRUSH

The first few stages are reasonably tame, but then the action suddenly starts to get manic. When trapped in one of the many relentless battle scenarios your only option is to go certifiably insane and transform into a total psycho. Shouldn't be too hard for some of you.

The bosses in Serious Sam only come in one size: XXXL

Unleash almighty hell, and drench yourself in gallons of green enemy guts

SERIOUS SAM

KILLING FOR CREDITS

Serious Sam on Xbox is an all-out arcade experience. Unlike in the PC versions, there is no quick-save function, and you don't have endless credits. Now, whenever you obliterate enemies, a score flashes up above their heads. Earn extra lives by racking up hundreds of thousands of points on outrageously merciless killing sprees. And the introduction of 'multi-kills' – receive gazillions of points for taking out loads of enemies in a single blast – urges you to employ slightly more sophisticated killing tactics.

Wait till all the birdmen clump together, and then pump off a missile right into the heart of the crowd for a multi-kill

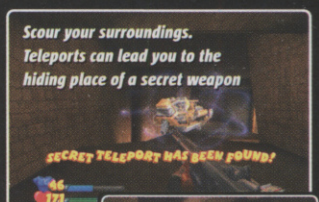
Grenade and rocket launchers are ideal for disposing of multiple enemies with one shot

Never trust an animal whose head is too close to its arse. When you meet one, feed it a meaty buckshot sandwich. Eat it!

Light up your Serious Bomb and clear the room in a flash

HAPPY HUNTING

There are loads of hidden passages and secret items to collect throughout every stage. It's worth having a good old hunt whenever you've got a spare moment, because exploration is well rewarded.



Scour your surroundings. Teleports can lead you to the hiding place of a secret weapon

Go crazy with your wicked new toy and pop some heads

CVG OPINION

Serious Sam on Xbox is a total attention-seeker. Big, brash, fun, but extremely shallow. And adopting a more arcadey style is a definite improvement. **Mike**

IT'S GOT

- Heaps of stages and masses of monsters to hack your way through
- Feels very 'arcade'

IT NEEDS

- A wider variety of set pieces
- Xbox Live compatibility: it's definitely suited to online action

- PUBLISHER CODEMASTERS
- DEVELOPER CODEMASTERS
- OUT: FEB 2003
- ONLINE GAMING
- x8

XBOX

WWW.CODEMASTERS.COM

CLUB FOOTBALL

A game 100 per cent dedicated to your club team, in which you can join the squad. Stunning or what! Well, perhaps not if you're a Baggie, Hammer, or Hib!

Ambitious doesn't even come close. This is more like a mission from God! Codemasters will create custom versions of Club Football for as many European clubs as possible. Hopefully all of them, we guess. However, the biggest question mark hangs over the quality of the gameplay. We remain optimistic...

The most authentic footie game ever created?

CVG OPINION

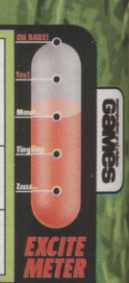
Surely the bravest challenge that FIFA and Pro Evo have seen. Codemasters is a meticulous team so expect a terrific effort. We hope it works. **Paul**

IT'S GOT

- Unrivalled attention to detail
- A real passion for the game
- Place yourself in your team

IT NEEDS

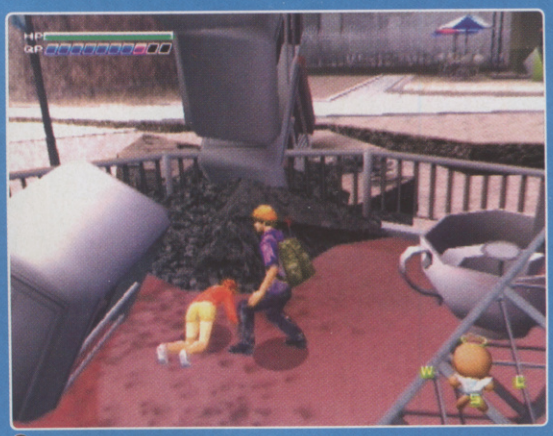
- More important clubs added
- Gameplay to rival Pro Evo 2
- ...To blow our cods off, basically



YOU GOT A FRIEND IN ME

Over the course of the events of SOS, you soon encounter other citizens struggling to stay alive. There are three important secondary characters – Karen, Greg and Kelly – each of whom you can choose to form an alliance with at different points during the adventure. Your decisions will in turn affect the path the game takes, leading to multiple endings. The possibilities!

"Pick yer fat ass up, lady, or we're both gonna die!" Great teamwork



Lead the way. Then you can call for your friend to follow, much like in Ico

SOS: THE FINAL ESCAPE

- PUBLISHER AGTEC
- DEVELOPER IREM
- OUT: FEB 2003

ONLINE GAMING

IN A NUTSHELL

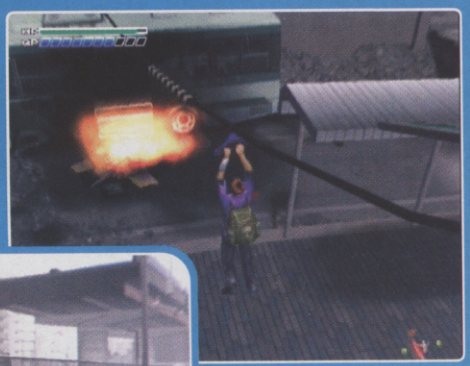
Disaster-filled earthquake survival thriller: scramble your way through mountains of sharp rubble and clamber across dangerous crumbling landscapes. Getting out of the carnage in one piece will all depend on your ability to think creatively and solve puzzles. But it's much more complicated than that: you soon uncover a mysterious plot, suggesting that the earthquakes aren't natural. Someone or something is behind the chaos, and it's up to you to get to the bottom of it.

WWW. ZETTAI-ZETSUMEI.COM

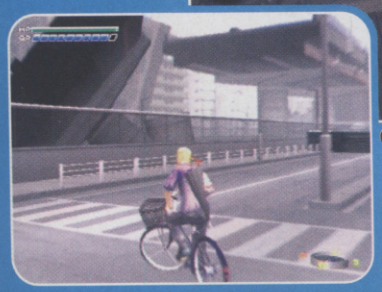
THAT'LL COME IN HANDY

An earthquake-hit environment is not a friendly place and there are no handy outlets for you to pop into for supplies. Like any good survivalist, you have to put anything you can find to effective use.

Early on you find a small backpack with a few compartments in which to store all your bits of makeshift equipment. Learning to combine objects and construct new devices is an essential skill to master. Strapping a torch to a discarded builder's hard hat frees up your hands so you can shimmy across ledges and negotiate difficult terrain in pitch-black areas. It's worth experimenting every time you find a new object, just in case you miss out on creating a super-handy tool.

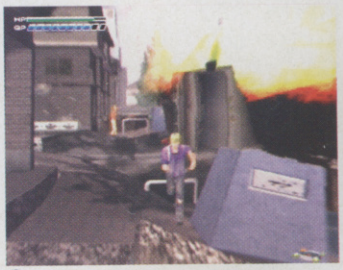


A coat hanger is transformed into a zipline handle. That's the kind of stuff they should've done on Blue Peter

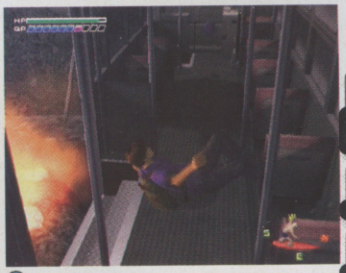


These two wheels and funny piece of welded metal ingeniously combine to form... oh, it's a bike

Raw palms: later, you find some gloves, which help you move along ledges quicker



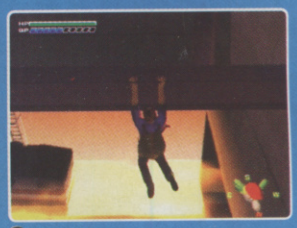
Sprint away from the explosion or your beautiful yellow barnet could go up in flames



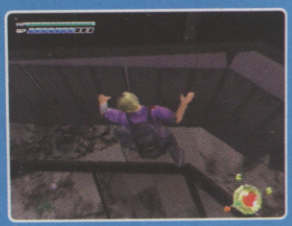
An earth tremor sends you tumbling

LIVING ON THE EDGE

Although it might all look safe, never get complacent. The ground could shift, crumble and disappear from beneath your feet when you least expect it. You have to be on your toes at all times.



A violent tremor knocks you off the beam, leaving you dangling precariously



Hmm, that concrete ledge doesn't look too safe. Shimmy across quickly before it crumbles away beneath you

CVG OPINION

A nerve-jangling twist on the old survival game genre. Stuffed with scenarios that'll make you're palms sweat and your thumbs tremble. Mike

IT'S GOT

- Unpredictable environments
- Well constructed, original puzzles
- Over 20 hours of gameplay

IT NEEDS

- Less bland visuals
- Too slow-paced. Could do with an injection of urgency

EXCITE METER

IGI 2: COVERT STRIKE

- PUBLISHER INNERLOOP STUDIOS
- DEVELOPER CODEMASTERS
- OUT: NOVEMBER

ONLINE GAMING x16

PC CD ROM

WWW.IGI2.COM

Thanks to SAS 'ard-nut Chris Ryan coming on board as military consultant, IGI 2 should be even more realistic than the original.

Ryan is advising on the accuracy of weaponry and the tactics of covert strikes, so when you're out in the computer-generated badlands, it'll be just like the real thing (except you won't have to dump in a hole).

You now get over 30 weapons from Uzis to assault rifles, all with realistic fire-rates, hit damage and material penetration. High-power rifles can kill two people at once and shoot through walls. Cool.

CVG FACT • CVG FACT • CVG FACT • CVG FACT • CVG FACT • CVG FACT

As well as developing Project IGI and the Dreamcast's Xtreme Sports, Innerloop also made a game for four- to seven-year-olds based on a Norwegian TV series. Jul i Blåfjell taught kids about environmental issues and xenophobia. Cute!

He could be waiting a while

This guy really is seeing spots

CVG OPINION

With loads of weapons and cool tactics, it's looking very realistic. We just hope that Innerloop adds a healthy dose of fun into the mix, too.

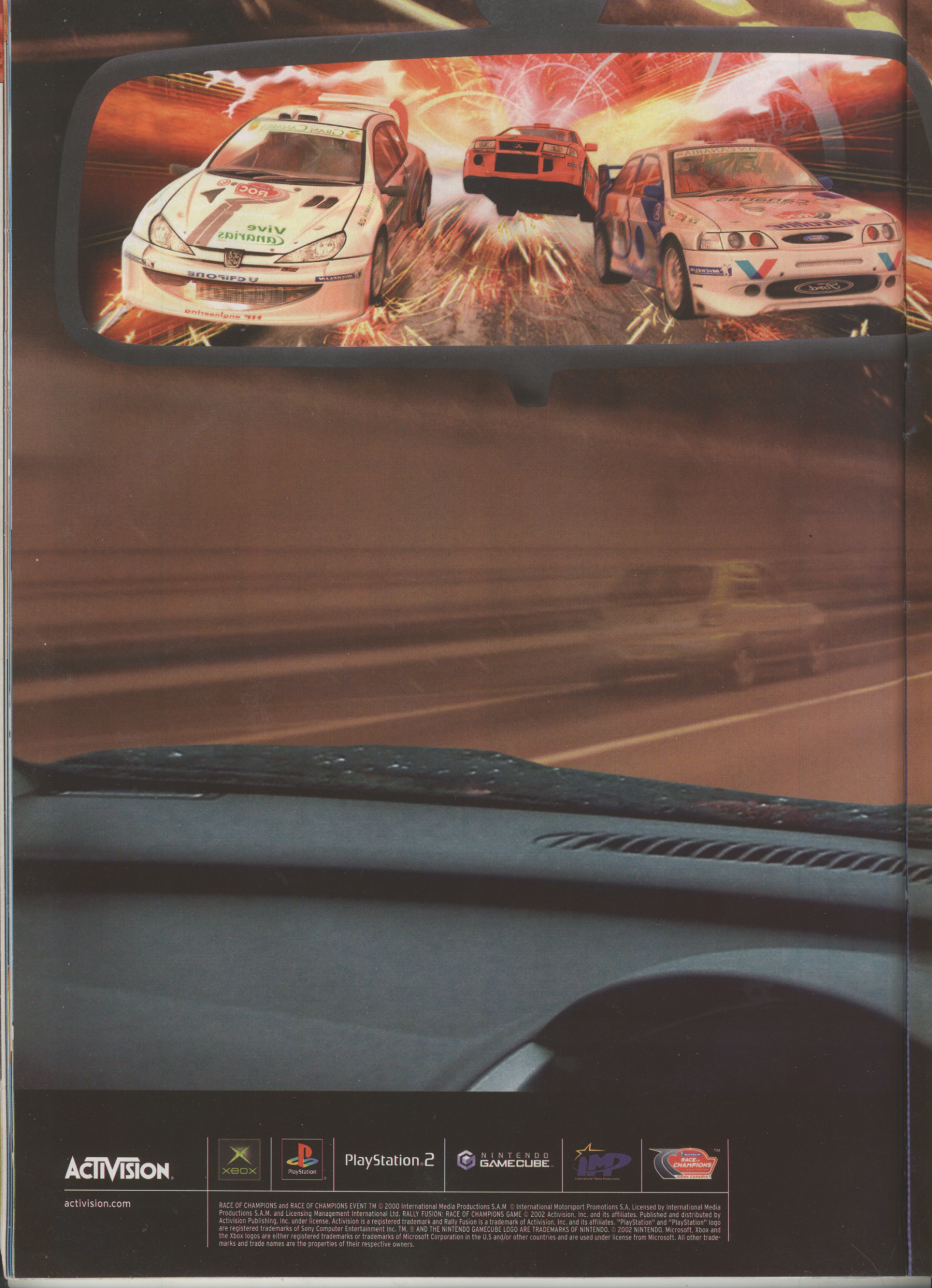
IT'S GOT

- Loads of weapons
- Realistic tactics
- The influence of a real SAS hero

IT NEEDS

- An injection of fun
- Lots of mission variety
- More blood!

EXCITE METER



ACTIVISION

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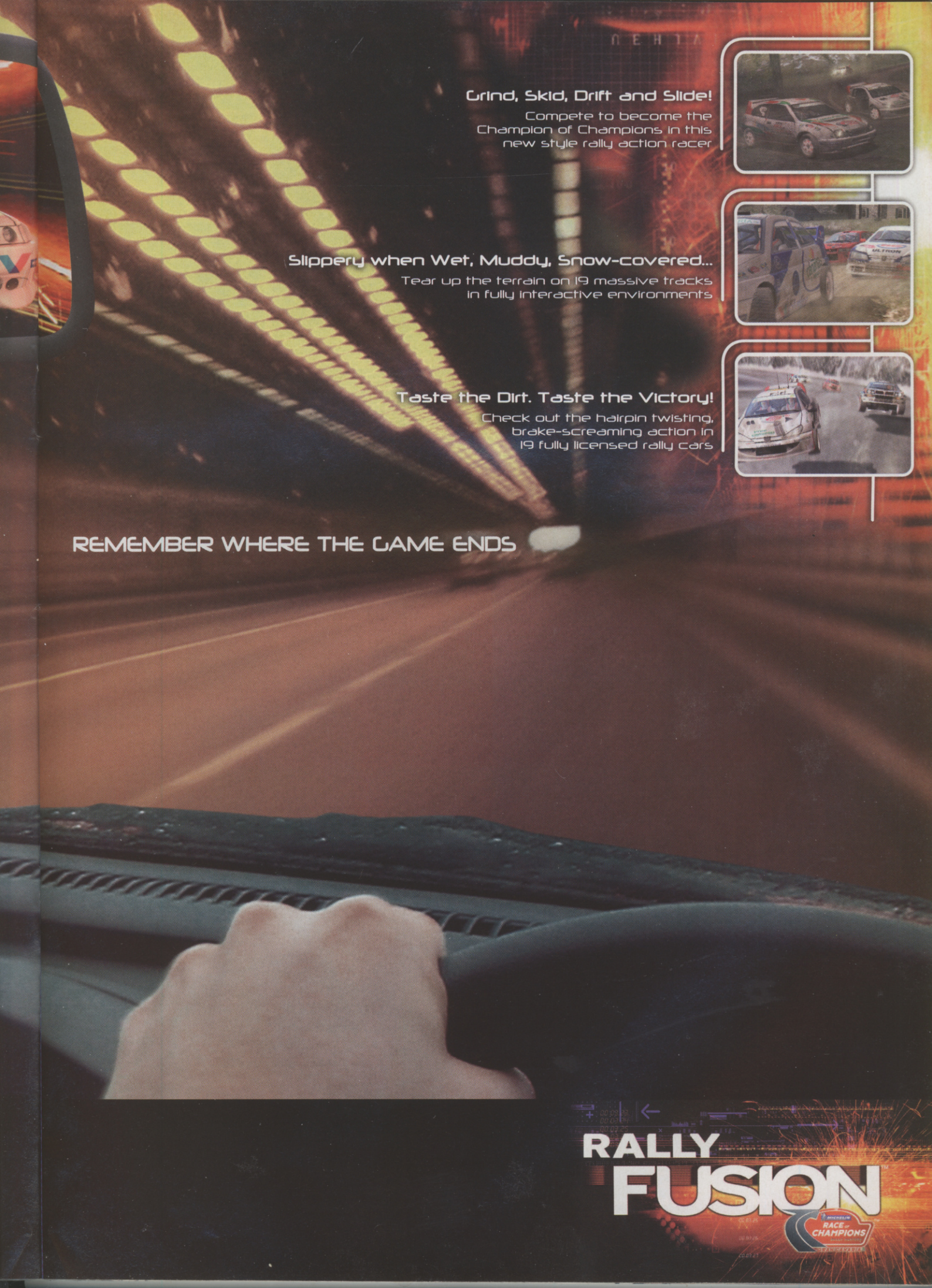
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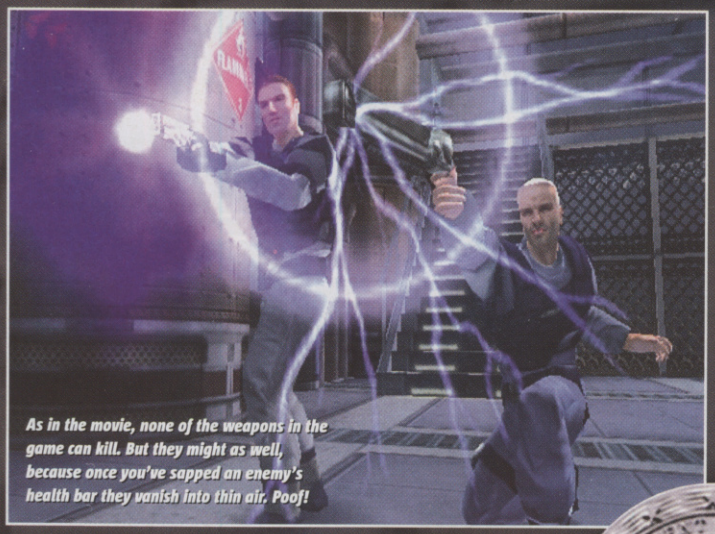
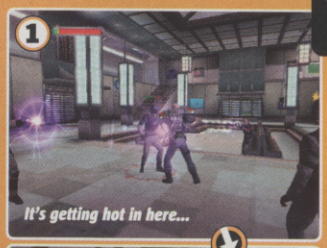
Compete to become the Champion of Champions in this new style rally action racer
Slippery when Wet, Muddy, Snow-covered...
Tear up the terrain on 19 massive tracks in fully interactive environments
Taste the Dirt. Taste the Victory!
Check out the hairpin twisting, brake-screaming action in 19 fully licensed rally cars
REMEMBER WHERE THE GAME ENDS
RALLY FUSION
MICHELIN RACE of CHAMPIONS



As in the movie, none of the weapons in the game can kill. But they might as well, because once you've sapped an enemy's health bar they vanish into thin air. Poof!

UP, UP AND WAHEY!

On certain stages you're equipped with one of the awesome jetpacks from the movie. So when things start getting a bit too hot at ground level, you can nip up into the air and take out enemies with your long-range blasters. See ya!



1 It's getting hot in here...

2 ...So take off in a flash

3 I'm gonna use my jetpack!

MINORITY REPORT

- PUBLISHER: ACTIVISION
- DEVELOPER: TREYARCH
- OUT: DECEMBER

ONLINE GAMING

IN A NUTSHELL

A futurisic combat-rammed adventure based on one of this year's biggest Hollywood blockbusters. Fighting, flying and puking are all on the cards. Grab a stomach pump and a sick bucket, quick!

GAMECUBE XBOX GBA

WWW.CAPCOM.CO.UK/GAMENAME/STUFF

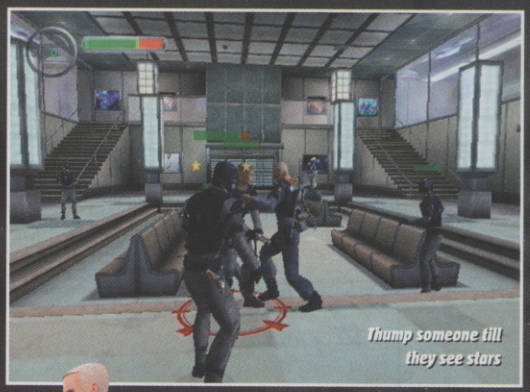
Some may liken the games industry to a giant sausage factory, regularly churning out many a gristly movie spin-off. However, now and again the mighty meat grinder manages to pump out a tasty morsel worth tucking into.

With Spider-Man: The Movie, Treyarch succeeded in adapting a killer movie into a solid action-adventure game. And from what we've seen so far, it appears that the team has done it again, snatching Spielberg's futuristic cop thriller away from the silver screen and transforming it into a relentless next-gen fight fest, bulging with mint weapons and gorgeous effects.

KICKIN' IT, SPIDEY-STYLE

Minority Report uses a modified version of the Spidey game engine. So it comes as little surprise that the hand-to-hand combat sequences feel quite similar – you're frequently surrounded by multiple attackers and forced to assault them with a wide array of easily triggered combos.

Unleashing major whupass with your fists and feet looks great thanks to the game's rag-doll physics. When you lob an enemy at a crowd of goons they crumple in a heap and end up draped realistically over nearby objects.



Thump someone till they see stars

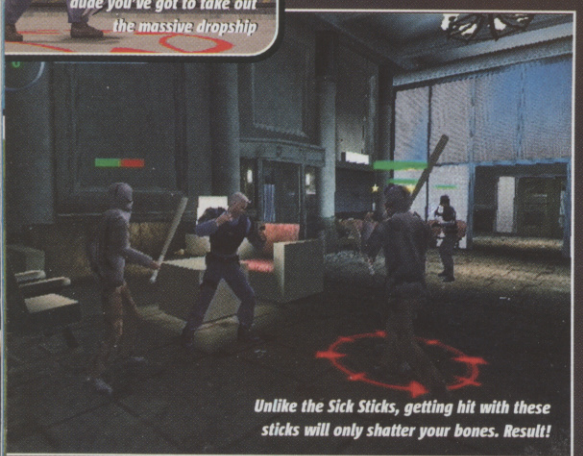
FROM A DISTANCE

Whereas in Spidey most of the fighting is done toe to toe, in Minority Report you're just as dangerous, if not more so, from a distance. Along the way you collect and buy (on the black market) a mad arsenal of long-range weapons, including every cleaner's worst nightmare: the puke-inducing grenade launcher. Gross!

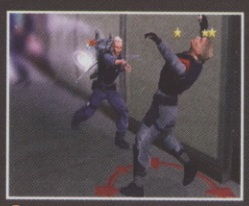
By holding down the R1 shoulder button you can auto-lock onto an enemy and hit 'em hard with whatever weapon you're packing. But Minority Report's most impressive and exciting asset by far is the jetpack. Not only does it let you zip around anywhere with maximum freedom, but you're also able to lock onto enemy targets and fire weapons mid-flight. Plus it looks totally amazing. The blurry heat haze that it generates is one of the finest effects we've seen in yonks.

Hardcore fans of the film might throw a piss fit because the game takes massive liberties with the movie's plot. And on top of that, precious Hollywood pipsqueak Tom Cruise wouldn't lend his likeness to the main character – hence the blond hero. However, for the rest of us, neither of these points should detract from the simple action-rammed enjoyment that Treyarch's latest offering is promising to provide. CVG

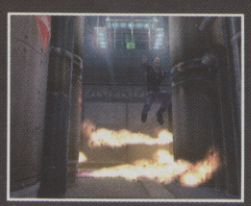
After you dispose of this dude you've got to take out the massive dropship



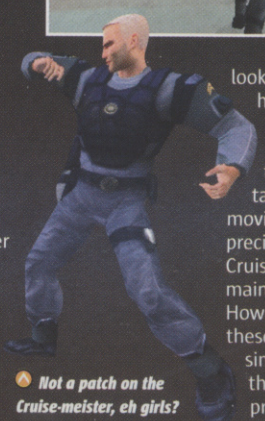
Unlike the Sick Sticks, getting hit with these sticks will only shatter your bones. Result!



It's behind you! Keep an eye on all your attackers so you don't get hit with any nasty surprises



Get prodded by a vomit-inducing Sick Stick and have your toes set alight. Love your life!



Not a patch on the Cruise-meister, eh girls?

CVG OPINION

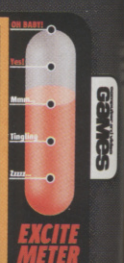
Kicking the complex, mysterious plot of the movie to the kerb, this Hollywood spin-off provides an intense and elaborate combat experience. Mike

IT'S GOT

- Simple and effective combat
- Cool rag-doll physics
- Sweet jetpack action

IT NEEDS

- The game environments are currently quite bland
- We hope it won't be too easy



EXCITE METER

PlayStation

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KAKUTO CHOJIN

PUBLISHER MICROSOFT
DEVELOPER DREAM PUBLISHING
OUT: SPRING 2003
ONLINE GAMING
x4

IN A NUTSHELL

Dark, gritty, beginner-friendly fighting game. Twelve characters compete in the Fist Of Fire tournament to find the ultimate fighter. Up to four players fight on screen at once.

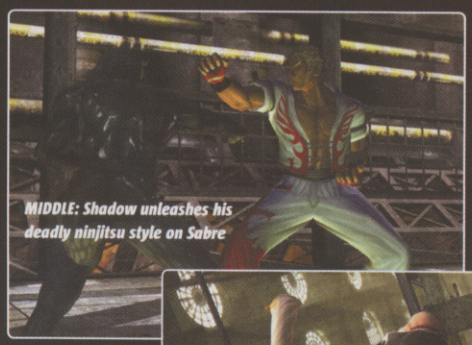
WWW.KAKUTOCHOJIN.COM

You step into the cage and the door closes behind you. The pungent smell of the Ninja you're about to fight makes you sick, makes you want to kill. You circle around, sizing each other up, waiting for the perfect moment. Then: SMACK!

When this game kicks off, it *really* kicks off. The gorgeous new fighter from the makers of The Bouncer and Tobal wrings the tension out of every fight by keeping the music subdued until the first punch is thrown, then kicking in with the heavy soundtrack as the bloodshed begins.

But it's not all about sleek looks and heavy music. Thrown into the mix are Smash Bros-style four-player battles. And they work, most of the time – the only problem is when the camera pans out to show two mini-fights, making your player an inch high on the screen.

Still, Kakuto Chojin is looking sexy, with enough gore for even the most bloodthirsty gamer.



MIDDLE: Shadow unleashes his deadly ninjitsu style on Sabre

HIGH: Now when we say high, that's just what we mean. How about that for a kick, as Khan gets knocked out by Roxy. A girl! Ha!

CONTROL FREAK

Dream Publishing's previous fighting game, Tobal, used a beginner-friendly system of high, middle and low attacks, which Kakuto Chojin now makes use of. The expert player can employ different attacks to string together combos and counter moves, but finding the optimum attack position is equally important, otherwise your punches will be as limp as a pensioner without Viagra. Hit the L-trigger to see your character turn tail and run – excellent for getting out of heated four-player Battle Royals, and great for attacking your opponent from behind.

The Special Attack bar under your energy gauge will act as a kind of computer assistance. As you near being KO'd, the bar will fill up, then you can hit B to pull off a killer attack. As an extra incentive to keep you playing, all characters will have their superhuman 'Chojin' fighting styles unlocked once you've beaten the final boss.

INSIDE XBOX

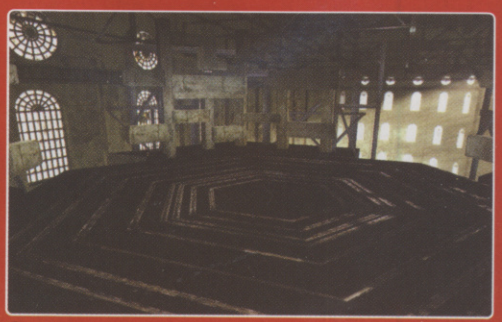
STEP INTO THE ARENA

As you can see from our screens, the arenas in Kakuto Chojin keep up the game's dark theme, with stages that vary from a gothic church to the top of a skyscraper at night. The theme is perhaps a little too samey and ideally we'd like to see this tempered a little, but it still looks mint. None of the levels are multi-tier like DOA3, although some do have sumo-style ring-outs. Currently, the levels look as bare as a baboon's butt, with no planks or chairs to smash over your opponent's head, just simple arenas with the focus on bloody brawliing.

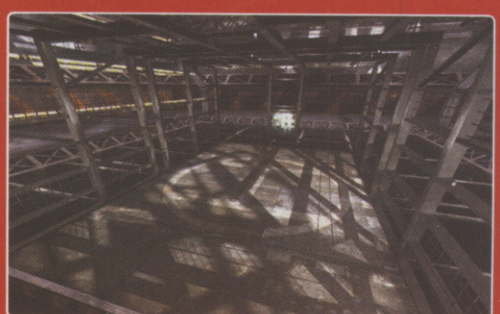
Dream claims this was a "development decision", suggesting a sacrifice to get the game out in the United States for Christmas. However, the game does promise some cool environmental effects, such as flying sparks bouncing off the ground on the Enter The Fire level, with the intention of maximising the contrast between light and dark.

TOP OF THE WORLD: Plenty of neon and a great view – the top of a skyscraper is an impressive place to pick a fight

ENTER THE FIRE: A caged fight with glowing sparks to make your fighter drip sweat



CHURCH: Loads of atmosphere up in the rafters



THE KILLING FLOOR: The level with the most evil-sounding name

HARD NUTS

Tekken had characters as diverse as cutesy Ling and super-hard con Marduk, but here all of the brawlers come from the same world – the underground. Aiii! The designers used these half-crazed characters to demonstrate the unbalanced nature of humans, and were influenced by fetishism in their design. Kinky!

The animation of the characters, motion-captured from the stunt people of the Japan Action Entertainment Corporation, is excellent. They bob, weave and jump with rippling muscles, glistening sweat and when hit, spurt blood!

In the version we played, there was a huge difference between the various characters. Play as Crusher and you'll move around the screen like a slug, but select Vittoria, and you'll be lithely jumping around the screen.

CVG OPINION

Beautiful, easy to pick up and has enough innovations to be a cool fighter, but the dark style and simple controls may put off expert players. **Jimmy**

IT'S GOT

- Beautiful graphics
- Beginner-friendly fighting system
- Loadsa gore!

IT NEEDS

- More depth to the fighting
- More interactive environments

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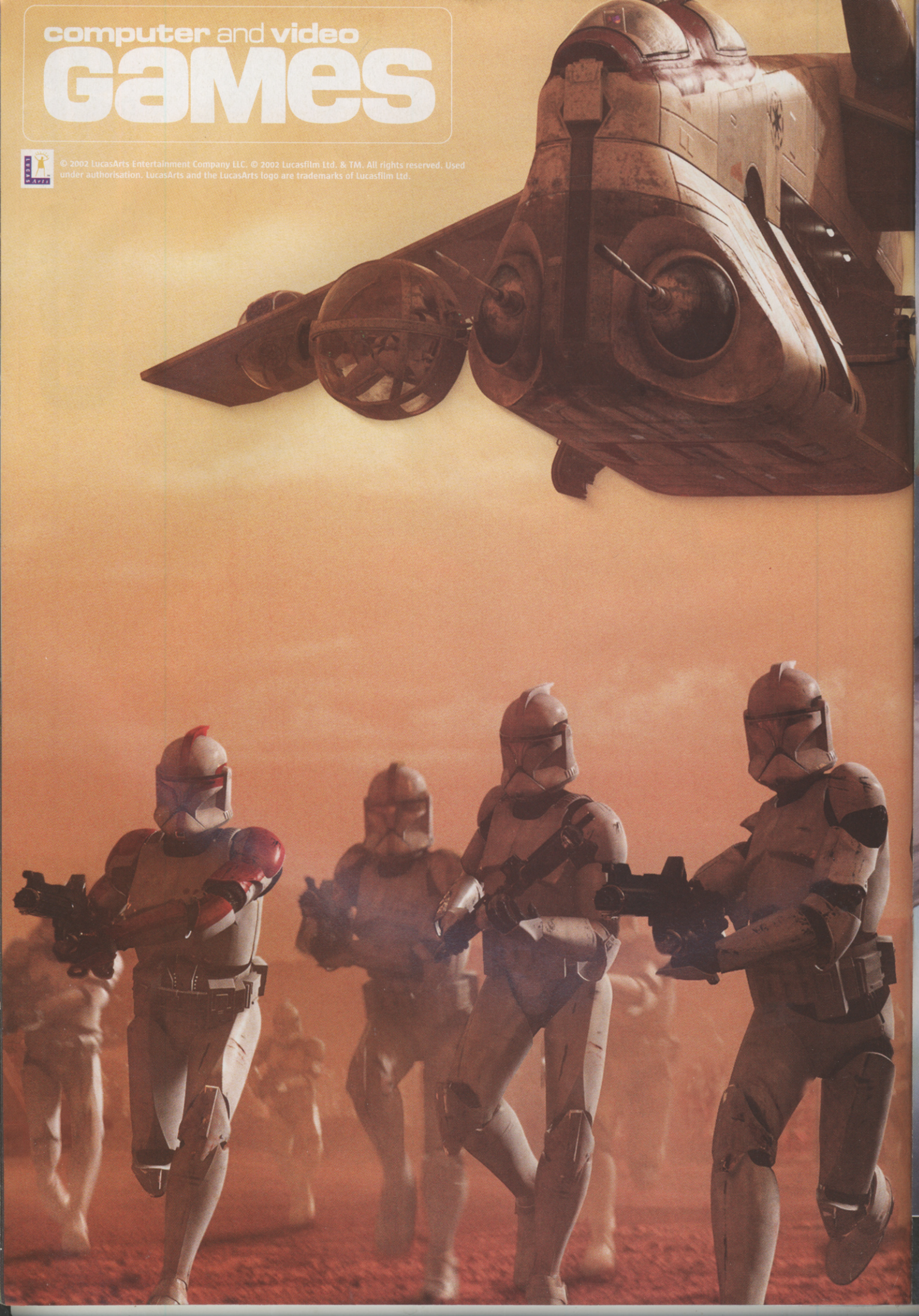

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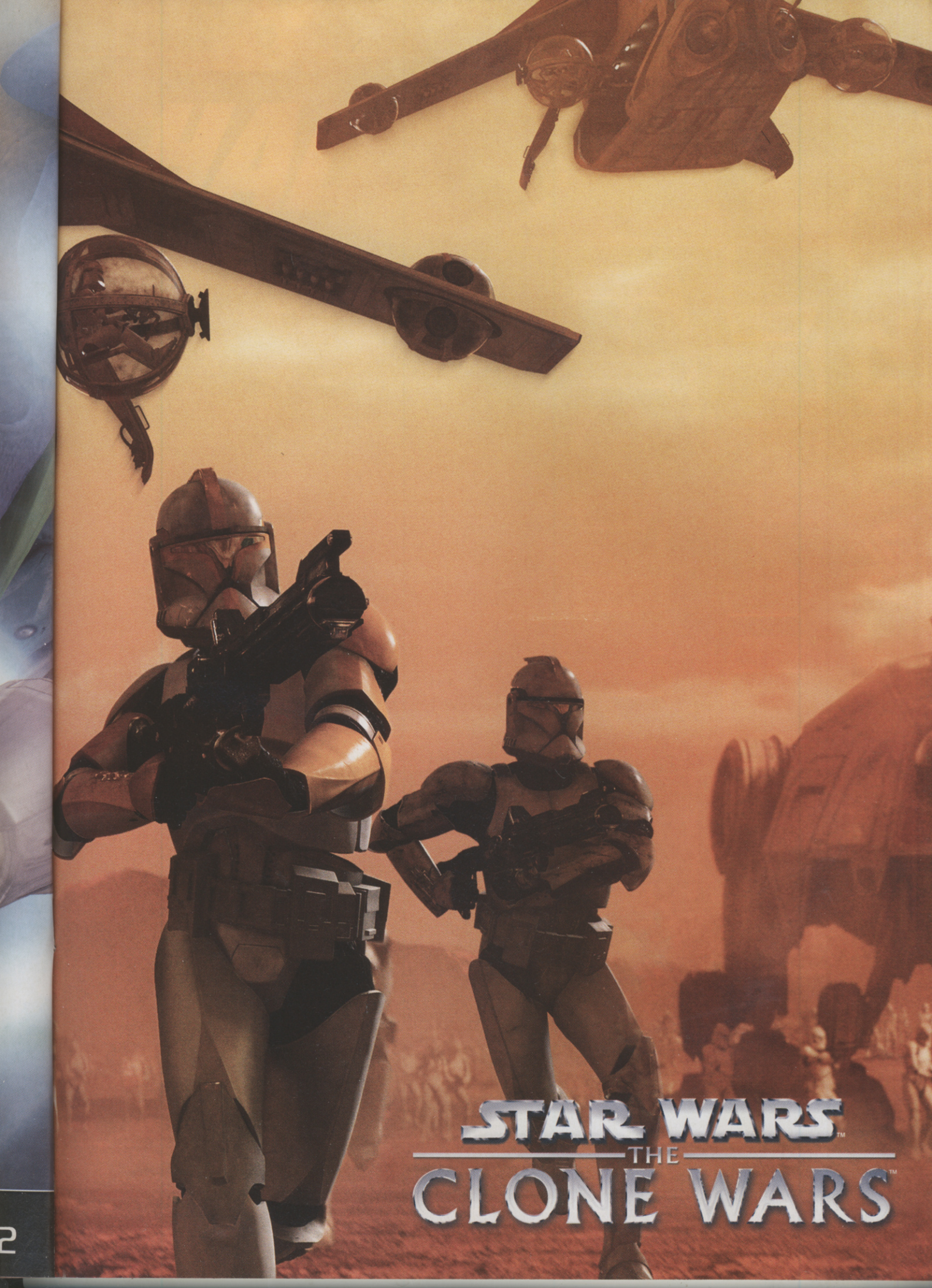
STAR WARS
THE
CLONE WARS

STAR WARS BOUNTY HUNTER™

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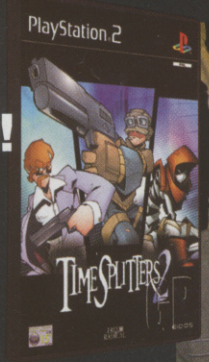
(YOU JUST MIGHT LIVE TO REGRET IT)

DEFEND YOUR HONOUR AGAINST THE GODS OF GAMING IN THE HALLOWED HALLS OF CVG. YOU COULD WIN A BLESSED T-SHIRT

WE'RE THE BEST AT EVERYTHING. HA HAH HAARGH!



You really think you stand a chance against mighty CVG? Darryl McKay and Wade Arwood thought so. Wade, 20, is training to be a Soccer Coach but claims he's great at TimeSplitters. Darryl, 18, is at college studying for a degree in Business. Could the combined strategy and sporting know-how of these two guys be enough to bring us down? Well, what do you think? Put it this way, we're thinking of finding a book to read during the next challenge...

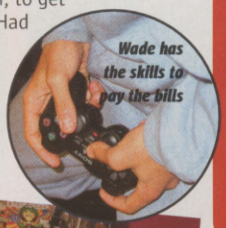
Darryl (far left) and Wade (far right). We had to split them up!

Everything we did, there was some wise-ass comment from Darryl!

Hey Darryl, maybe you could stop talking for one minute? Okay?

1 ROUND ONE: WARM UP

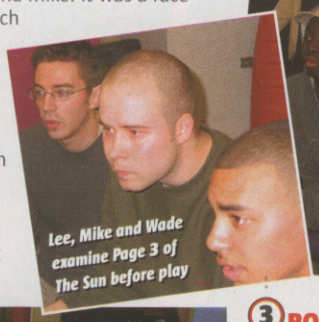
To be fair on Darryl, he'd never been near TimeSplitters before. Loves Pro Evo though, and carries around a scruffy list of formations with "How to Beat Wade" written on it. We played a warm-up on the Mexican Mission, to get used to the characters. Had to ban the monkey (too small, too difficult to hit). All agreed to a ten-minute game with no score limit. Darryl was lost from the start!



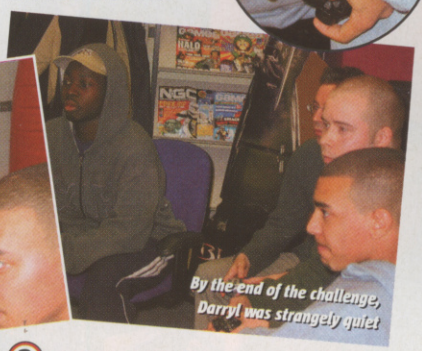
Wade has the skills to pay the bills

2 ROUND TWO: ICE STATION CHILLS

Close thing between Wade and Mike. It was a race for the homing missiles, which allowed Mike to bag lots of kills at once. Lee earned himself a respectable 28 kills in the end, a little more precise than the constantly chattering Darryl – even with a sniper rifle ("you lot are gonna get sniped!"). Wade and Mike ended up with 39 kills apiece. We decided that there should be a decider...

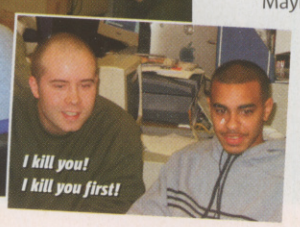


Lee, Mike and Wade examine Page 3 of The Sun before play



By the end of the challenge, Darryl was strangely quiet

What a mess, eh. Good thing our mums aren't allowed in here



I kill you! I kill you first!

3 ROUND THREE: THE PLAY-OFF

Even though Darryl was out of the proceedings he still provided a running commentary from the wings. "Maybe you could use the rocket launcher" (Darryl). "Maybe you could shut up" (Wade). Wade couldn't get the hang of the chain gun, "firing blanks, hah hah hah", much to Darryl's amusement. This gave Mike free reign to notch up 55 kills against Wade's 17. Maybe we should have been kinder to Wade, but to us WINNING IS EVERYTHING!!!!!!!

THE FINAL RESU

Mike was so happy to win that he threw up on his special celebration jumper

Fools! I will crush your heads - just like this!!!

We all use DualShocks like masters

There's always a next time, eh Wade? Eh, Darryl?

WINNER CVG

DON'T BE SHY NOW!

The form printed below is your passport to glory. By completing this and posting it to CVG, you are volunteering for a potential lifetime of respect from your gaming peers. We're throwing the invitation open to everyone, and anyone who thinks they've mastered a game to an uncanny level. But better than that, you need to be untouchable! You'd better know why, otherwise the CVG will crush you like bugs!

HELLO, MY NAME IS: .....

BUT YOU MUST CALL ME..... [nickname]

AND I'M ..... [age]

I AM THE BEST AT: ..... [game name]

MY ADDRESS IS:.....

.....

DAYTIME TELEPHONE NO: .....

EVENING TELEPHONE NO: .....

EMAIL: .....

Send to: CVG Reader Challenge, CVG magazine, Dennis Publishing, 30 Cleveland Street, London W1T 4JD

GET THE MOST OUT OF THE GAMES YOU'VE GOT

EXTENDED PLAY

Keep on bailing your BMX in Mat Hoffman's? Can't unlock all the characters in the rib-breaking Tekken 4? Well you don't need to be a Digital Demon to get the most out of your games, you just need to cheat. Go on, play dirty!

UNREAL TOURNAMENT 2003

Want to get ahead in this gorgeous-looking first-person shooter? While multiplayer may be the game's forte, singleplayer's good blasting fun too. To cheat your way through this mode, press the Tab key during gameplay and type in one of the following words. Then simply press the Enter key for all the weapons you could dream of.

GOD MODE: god

FLIGHT MODE: fly

FULL AMMO: allammo

ALL WEAPONS: allweapons

NEED FOR SPEED: HOT PURSUIT 2

PS2 Enter the following combinations at the main menu. A message will confirm correct code entry.

ASTON MARTIN V12 VANQUISH:
R2, Right, R2, Right, Triangle, Left, Triangle, Left

BMW Z8:
Square, Right, Square, Right, R2, Triangle, R2, Triangle

FERRARI F50:
L1, Triangle, L1, Triangle, Right, L2, Right, L2

FERRARI F550:
L1, Square, L1, Square, Right, R1, Right, R1

FORD TS50:
Right, Left, Right, Left, R2, Square, R2, Square

HSV COUPÉ GTS:
L1, L2, L1, L2, R1, Triangle, R1, Triangle

MCLAREN F1 LM:
Square, L1, Square, L1, Triangle, Right, Triangle, Right

MERCEDES CLK GTR:
R2, R1, R2, R1, Left, Triangle, Left, Triangle

PORSCHE CARRERA GT:
Left, Right, Left, Right, R1, R2, R1, R2

PURSUIT MUSTANG COBRA R:
Left, Square, Left, Square, R2, R1, R2, R1

KELLY SLATER'S PRO SURFER

GC To be a real pro like Kelly, even if you're allergic to water, it shouldn't take too much hard boarding work. Just enter the following codes in the cellphone in the Cheats option.

FIRST PERSON VIEW: 8775553825
PERFECT BALANCE: 2135555721
HIGH JUMPS: 2175550217
FULL STATS: 2125551776
ODD GRAPHICS: 8185551447
UNLOCK BEACHES: 7145558092
UNLOCK LEVELS: 3285554497
ALL SUITS: 7025552918
ALL SURFERS 9495556799
UNLOCK TRICKS 6265556043
FREAK 3105556217
RAINBOW 8185555555
TIKI GOD 8885554506
TONY HAWK 3235559787
TRAVIS PASTRANA 8005556292

LOTR: THE FELLOWSHIP OF THE RING

XBOX The following codes need to be tapped in quickly during gameplay while idle. A message will confirm correct entry.

UNLIMITED RING CHARGES FOR FRODO: Y, B, A, B, Y, X
UNLIMITED AMMO: X, B, Y, A, X, B
HEALTH: Y, A, X, B, A, Y

REALLY STUCK?

Totally stumped by a game?
Ridiculed by your mates? There is hope:
The Computer And Video Games Tips Helpline.

0906 466 4659

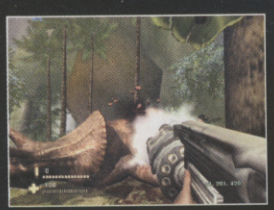
Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantees to find you an answer within 24 hours.

Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

TUROK EVOLUTION

Enter any of the following codes in the cheat menu. For the all-levels code, load a saved game before the levels are unlocked. Zoo mode allows you to kill any animals in the game with the club.

INVINCIBLE: emerpus


ALL AVAILABLE WEAPONS: texas

INFINITE AMMO: madman

ALL LEVELS: sellout

INVISIBLE: sllewgh

DEMO MODE: hunter

BIG HEADS: heid

YOUR BEST TIPS

If you've got a star-quality tip that you want to share with your fellow CVG readers, or if you'd like our resident expert Barny Zoeller to answer a query, send it into us at:
cvgtips@dennis.co.uk or
THE DOGHOUSE,
COMPUTER AND VIDEOGAMES,
DENNIS PUBLISHING,
30 CLEVELAND STREET, LONDON W1T 4JD

BALLISTIC: ECKS VS. SEVER

GBA Enter the following in the password screen.

GOD MODE .....DEATHWISH
AMMO .....BIGPOCKET
WEAPONS .....TOOLEDUP
ONE HIT KILLS .....OOHSTOPIT
ENEMIES GET STUCK.....COLDFEET
MORE DAMAGE .....ACMEBANGS
RUDE NOISES.....HORNBLOW

STUNTMAN

PS2 You can unlock the entire game by entering BiNdErS as a name in career mode. Nice tip!

BUFFY THE VAMPIRE SLAYER

XBOX Enter the following combinations in the extras screen. A scream will confirm correct entry.

UNLIMITED HEALTH: Y, White, Black, Black, White, Y, Black, Black, Black, Y, Y, Y
MULTIPLAYER ARENAS: Y, Y, White, Black, Black, Y, Y, Y, Y, Y, White, Black
SLAYER POWER: Y, Y, Y, Black, Black, Black, Y, White, Black, Black, White, Y
DARK BUFFY FOR ARENA MODE: Black, White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, Black, White, Black, Black, Black, White, White

SUDDEN STRIKE 2

PC During gameplay press the Enter button and input one of the following codes.

NO FOG.....*omniscience*
INSTANT VICTORY.....*blitzkrieg*
GOD .....*koenigstiger*

AGGRESSIVE INLINE

GC Enter the following cheats in the cheat screen.

LEVELS, PARK EDITOR OBJECTS AND MAX STATS: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A
BONUS CHARACTERS: Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right
KEYS: S, K, E, L, E, T, O, N
LOW GRAVITY WALLRIDE: Up, Down, Up, Down, Left, Right, Left, Right, A, B, A, B, S
SUPER SPIN: Left, Left, Left, Left, Right, Right, Right, Right, Left, Right, Left, Right, Up
PERFECT MANUALS: Q, U, E, Z, D, O, N, T, S, L, E, E, P
PERFECT HANDPLANTS: J, U, S, T, I, N, [Space], B, A, I, L, E, Y
PERFECT GRINDS: B, I, G, U, P, Y, A, S, E, L, F
JUICE REGENERATES: Left, Left, Right, Right, Left, Right, Down, Up, Up, Down, A, I
FULL JUICE BAR: B, A, K, A, B, A, K, A
JUICE REMAINS AFTER CRASHES: K, H, U, F, U

THE ELDER SCROLLS III: MORROWIND

XBOX The following codes need to be activated in the statistics screen. However, you need to bear in mind that you can only use one code at a time, so make sure you choose wisely.

HEALTH: Highlight the health bar and press Black, White, Black, Black, Black and then hold A to set a new health level.
MAGICKA: Highlight the Magicka bar and press Black, White, White, Black, White and then hold A to set a new level.
FATIGUE: Highlight the Fatigue bar and press Black, Black, White, White, Black then hold A to set a new Fatigue level.

BARNY'S PROBLEM CORNER

Is your brow furrowing into a deep crease? Allow Barny to sort out all your problems. Although he's not much cop at girl questions

CONFLICT DESERT STORM

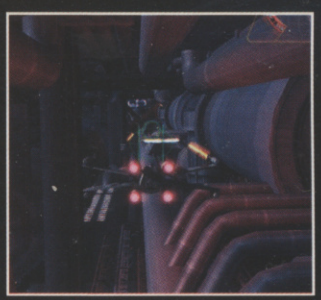
XBOX **Q:** I keep getting killed by tanks. The rocket launcher things don't seem to do any damage and it's really driving me nuts. Please help!
James, via email

A: Tanks are certainly hard. Try getting behind them and shooting them up the backside. You'll find most of them will explode after only one hit if you get them square in the rear.

STAR WARS ROGUE LEADER ROGUE SQUADRON 2

GC **Q:** I can't get past the level where you have to protect the Millennium Falcon going into the second Death Star. It seems impossible. Most of the time I get killed before I even get inside the Death Star, or the other ship gets blown up if I miss a few shots against the fighters behind. How are you supposed to beat this damn level?
Anon, via email

A: Yep, it is annoyingly hard, we agree. The best way to clear the first bit when you are flying over the surface is to stay as high as possible. This will reduce damage from turbo lasers and lessen the chance of being crashed into from behind. Once you are actually inside the tunnel you should strike a balance between going fast and going slow by opening and closing the wings. Let the chasing TIEs overtake you and try to blast them as they go. After blowing the core you will need to fly back. Go slow on the tricky bits and boost like crazy on the straights and you should make it. Good luck!



JAK AND DAXTER: THE PRECURSOR LEGACY

PS2 **Q:** I'm currently missing a Cell in the Volcanic Crater level of Jak And Daxter. I've got all the others except this one. I have noticed that there is a box on a shelf near one of the mine tracks but there is no way to reach it and I reckon it might contain the last cell. Can you tell me how to get it so that I can complete the game? Thanks!
Kevin, via email

A: To get the cell you need to use the Yellow Eco in the Spider Cave level. When you get the Eco return to the entrance of Volcanic Crater and shoot it down before the yellow stuff runs out. You need to be really nimble to do this so keep trying.

PRISONER OF WAR

XBOX **Q:** Where is the German Officers Uniform? I've gone through the tunnel and looked everywhere in the German Compound bit and can't find it.
Otis S, via email

A: Get the Iron Key hanging on the wall in the courtyard into which you emerge from the tunnel. Use it to unlock a door which is up a set of steps just round the corner. The uniform is inside.

MORROWIND

PC **Q:** Where can I get a complete set of Glass Armour for my thief? He needs it!
Sparky, London

A: Try nicking some from one of the rooms below the Ghostgate northwest of Balmora. Enter the left door. When you arrive, go downstairs to a blacksmith's shop and kill him. There should be a full set of Glass Armour in his shop, including a decent Glass Sword.

KINGDOM HEARTS PLAYER'S GUIDE

Barny Zoeller shows you how to beat the bosses and save the kingdom

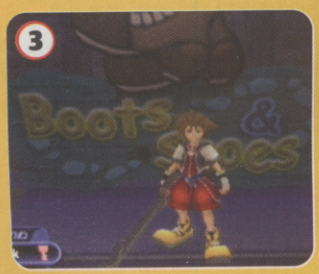
1 POSTCARDS

Traverse Town has ten hidden postcards. If you find one and post it into the mailbox in the first district, you will receive a reward for your troubles.

The more cards you send, the better things you will acquire; by the time you've posted the last few cards you will be receiving rare items such as Defense Up and Power Up. So it's well worth the small effort it takes to collect the cards.

In the Item Shop. Jump and swipe the ceiling fan until it starts turning

On top of the Accessory Shop. It's easier to get up there with the High Jump



In the Second District is a Boots and Shoes Shop. The card's above the shop front

Locate the Blue Trinity mark near the Item Shop to find your next card

Join up with Donald and Goofy then open the safe behind the Accessory Shop

Use Thunder magic to activate the Gizmo Shop in the 3rd District - it's in the clock

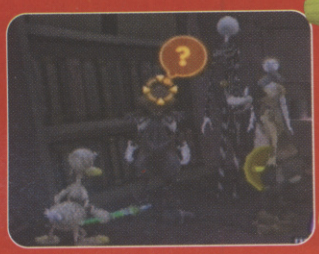
Enter the 3rd District via the upper window and search the balcony

Open the other shop above the Accessory Shop and search the walls

TRAVERSE TOWN: Rescue more than 51 pups and talk to the older dogs in the house

AGRABAH: Inside the Dark Chamber in the Cave of Wonders

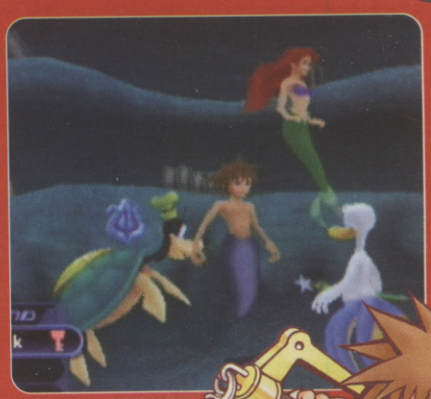
MONSTRO: This one's inside Chamber six. Don't stare too long at those patterns...



HALLOWEEN TOWN: Search the bookcase in the Doctor's Lab for another page

2 TORN PAGES

Scattered throughout are Torn Pages. These are needed if you are to complete one of the game's side-quests. When you find a Torn Page go to the Mystical House and examine Merlin's book. Once inside the book you can visit different areas. New areas can only be entered when you have completed one area and have a Torn Page.



ATLANTICA: Inside Ariel's Grotto, up high

On a shelf in Geppetto's house in the 1st District. This will not be open until late in the game

3 THE MISSING DALMATIANS

Scattered throughout the game are 99 Dalmatians. You will find some as you go but for the rest consult your journal to find which numbers are missing. Then have a look at this handy list to locate the remaining pups. It will be necessary for you to revisit some areas when you learn new skills to get hold of previously unreachable doggies. The more pups you rescue, the more rewards you will receive from the Dalmatians House in Traverse Town, so search thoroughly!

TRAVERSE TOWN

1-2-3: THIRD DISTRICT: They're on an island behind Merlin's House – but you need Glide to reach them
4-5-6: FIRST DISTRICT: Red Trinity Smash in the alley behind the Item Shop
7-8-9: FIRST DISTRICT: After learning the Green Trinity move, go into the Accessory Shop and use the Green Trinity mark to open the shop upstairs. Here you can get more puppies in a chest
10-11-12: After speaking to Leon (Squall) and Yuffie in the Secret Waterway, make your way up the stairs. The chest containing the dogs is at the bottom of the stairs

You'll have to wait until you can glide to get that

Use the Trinity mark to smash your way through

WONDERLAND

13-14-15: QUEEN'S CASTLE: Light two lamps on the ceiling of the Bizarre Room and flip the latch to reach a high ledge in the Queens Castle
16-17-18: LOTUS FOREST: Use the yellow toadstools to reach a high platform
19-20-21: MAD HATTER'S TEA PARTY: Here you need to use Glide in the Lotus Forest to reach a high exit leading to an unreachable part of the Mad Hatter's Tea Party
58-59-60: QUEEN'S CASTLE: Turn the tap in the Bizarre Room and go through the pot into the Queen's Castle

Jump on these toadstools to get higher

You can only get here from another area

OLYMPUS COLISEUM

22-23-24: COLISEUM GATE: The Blue Trinity jump mark lies at the feet of the large statue, to the right-hand side. Reach it for another three puppies and more rewards!

This one's just too easy to miss. Especially after you've enlisted Daffy and Goofy's help. Aah, what faithful friends

DEEP JUNGLE

25-26-27: HIPPO'S LAGOON: The Dalmatians you need to get here are at the far end of the area – reach them after leaping from the hippo's back, near a climbing vine
28-29-30: JUNGLE VINES 2: Here, they're along the tree branches when you are swinging around
31-32-33: CLIMBING TREES: Use the Blue Trinity near the exit
34-35-36: CAMP: This time, use the Blue Trinity Jump, which is located near the entrance of the Camp, to get more pups

Jump from this hippopotamus to the ledge in order to get the chest

Keep swinging – the little pups must be hidden around here somewhere...

AGRABAH

37-38-39: ALADDIN'S HOUSE: In a chest
46-47-48: PALACE GATES: Come back after learning High Jump in Monstro and use it to reach a high ledge
49-50-51: CAVE OF WONDERS: In the first area on a pedestal – but bear in mind you will need Glide to reach it
52-53-54: TREASURE ROOM: Make sure you include Aladdin in your party and get him to call on one of the blocks

At times you must return when you have new abilities

Make Aladdin call on one of these big blocks

HALLOWEEN TOWN

40-41-42: BRIDGE: On a platform above the stream, left of the bridge
64-65-66: CEMETERY: After unlocking the town (beating Oogie Boogie and sealing the keyhole), board your ship, then come back. Go to Moonlight Hill and open the door next to the floating platform to enter the Cemetery where a chest contains the pups
67-68-69: GUILLOTINE SQUARE: Go through a side gate and look underneath the stairs leading to a house with a doorbell. Pull the doorbell and check below to find the chest
70-71-72: guillotine square, in a pumpkin statue: You need to do some tricky jumping and gliding to get there but as usual, the reward of three pups is worth it

The chest is under the stairs but remember you have to ring the bell first

Swoop around Halloween Town's main square and then try to land here

NEVERLAND

43-44-45: CLOCK TOWER: Run around from the place where you first enter
82-83-84: Inside the Ship in the large room by the Brig – but you will need to fly to reach them
85-86-87: Inside the Ship Hold behind the Trinity Shove door
88-89-90: CAPTAIN'S CABIN: This time, the chest is on the Captain's bed

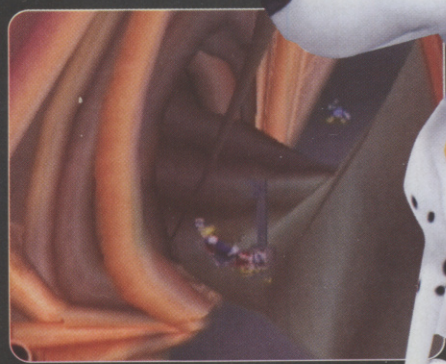
Come back after you've learnt how to fly and then carry on up here

For some reason the dogs were on the Captain's bed. Having a comfy nap, perhaps

HOLLOW BASTION

61-62-63: GRAND HALL: Come back after everything is clear to get the pups
91-92-93: RISING FALLS: Right at the start of the level on the water at the bottom
94-95-96: CASTLE ENTRANCE: After opening the emblem door, ride the lift outside where you need to press a red switch to make it move. Then jump off onto the gold platform and use Gravira to get the chest down
97-98-99: HIGH TOWER: Use Gravira on the floating chest. This is located outside the Lift Stop room. Do this when you pass through that room near the top – but without taking a lift – and the doggies will be there for the taking

Point your handy Gravira spell at the floating chest to bring the elusive little Dalmatian pups down



Be careful you don't fall off, as it's a long way to climb back up from the bottom...

4 SUMMON GEMS

You need these to get Summon monsters to help you fight battles. Once you get one, return it to the Fairy Godmother in the Mystical house and she'll unlock it for you.

Earth Shine: Turns into Simba. Get it from Leon in the Secret Waterway

Watergem: Turns into cutie elephant Dumbo. Find it in Monstro's Mouth

Naturespark: Turns into Bambi when you start the Pooh side quest (Merlin's book)

Fireglow: Turns into Mushu. Beat the dragon in Hollow Bastion to get it

Genie will join you after you finish the Agrabah level. Be ready to bathe in blue

Meet Tinkerbell at the end of Neverland. Not as fit as Kylie in Moulin Rouge, though...

5 BOSSES

After the first few worlds the game turns into an endless round of boss fights. Always make sure that your party is stocked up on potions and the best weapons. At first you will rely on Donald and Goofy to heal you, but when you reach later bosses it's wiser to look after yourself. If a particular boss is too hard, fight some easier enemies and gain a few more levels. Check out the following selection of the game's hardest fights.

If you get killed too quickly, you probably need to go away and level up

i CLAYTON AND THE CHAMELEON

This fight will be easier if you have Tarzan in your party instead of Donald, as he can hold more potions and do more damage. Clayton is not actually floating in midair but is riding a big invisible lizard. Concentrate all your attacks on the area underneath Clayton in order to reveal the Chameleon.

Use jumping attack combos and eventually Clayton will fall off and the lizard will become visible. At this point ignore Clayton and concentrate on finishing off the lizard. Once that's done, lock on to Clayton and start beating him. When he gets onto a high ledge use some magic on him. Then, when the whole party can easily reach him, go in and start pounding away. You should eventually defeat him.

With Tarzan in this fight it should be much easier

When Cerberus gets going so should you

ii CERBERUS

Cerberus is massive and hard. All three of his heads can be targeted but you should lock onto one of the side heads and concentrate on that. Stay to the side of your chosen head and do jumping combos. As long as you stay to the side, you should avoid his nasty chomping attack, but you will need to move to stay out of his path when he starts stamping.

Keep attacking in between these attacks. At some point Cerberus will spit out dark liquid. As soon as he does, start rolling around like crazy to avoid severe damage. When he stops continue to roll around, as he will probably start chucking fireballs around. Once he's done you can move in and attack again. His health bar is big but if you repeat this process and keep yourself healthy, it's not too difficult.

iii THE TIGER'S HEAD

This fight is really frustrating and can take a very long time. The only weakness is the eyes but these are too high to attack most of the time, so you have to get on the tiger's head and stand on its nose. This is very tricky when the head is bouncing around, you're being hit by fireballs and the camera is being a pain. Most of the time you'll struggle to get onto its head and you'll probably manage to hit it just once before you fall off.

Stand on its face and attack the eyes. Concentrate on one at a time

You could wait for the head to dip down, but if you are waiting around, you're probably being pulverised by fireballs and spawning heartless. Instead, try to run up the ruffle on its neck or wait for the head to tilt and run over the back of the neck. If you reach the top, it's worth trying to stand still for a few moments and move the camera to where it's most useful before stepping onto its face to attack the eyes.

Leave Donald and Goofy to deal with the heartless

iv URSULA

Ursula is probably the hardest fight in the game. Make sure you are stocked up on items before entering and have Donald and Ariel in your party, as magic will play a big part. You should take some Ethers with you but when you run out of MPs you will need to spend a bit of time beating up Eels to regain some magic.

You need to attack Ursula's cauldron to cause damage and you need to use magic to do it. When she drops an item in, it will change colour. If it turns red, you should quickly lock onto it and cast two fire spells at it. If it turns bright blue, cast Blizzard on it twice. (When nothing's going on it stays a blue colour; casting any spells on it will just be wasting MP's – so keep watching Ursula.)

If you get two spells off before Ursula finishes hers, it will backfire on her and make her dizzy for a while, at which point you need to find her and start whacking her. Repeat this until she scarpers.

Attack the cauldron with a matching colour spell

Try to stay away from the huge mouth

The second time you fight Ursula, she will use a lot of magic so equip your characters with stuff that reduces magic damage. You need to get in close and attack her head. She will try to turn and meet you, so you'll usually end up in front of her mouth where you can get killed very quickly. Stay to the side or get behind her and hack away. You should also be healing a lot, as most of her attacks are unavoidable. Your best bet is to be super-aggressive.

v OOGIE BOOGIE

Before you go in equip Sora with as few Ethers, as you'll get through his MP bar in no time. Once the fight starts, move around and lock on to Oogie.

Stand back and use Fira on him. Keep doing this until you see the symbols in the middle of the area glow. Keep your eye on Oogie and stand on the symbol directly in front of him. If you picked the correct one, that section should close off and rise up. Now all you need to do is jump up and attack with normal blows until you get knocked back down.

When you run out of MP and Ethers, you need to kill heartless to regain MPs. If all else fails, keep running around the area with your eye on Oogie and when the symbols start to glow try to stand on the one nearest to him. Once you've killed him, Oogie turns into a giant house. Start at the bottom and destroy the six orbs around the body. That's it.

Lock on to Oogie, jump and cast Fira at him a few times

Stand on the glowing button closest to Oogie to get near

Once you are able to hit her ninja stars back at her, this fight will be easy

Beating Squall when Yuffie is healing him is almost impossible, so finish her off first

vi SQUALL AND YUFFIE

This is one of the hardest fights in the game. To make it slightly easier, do not take on the Pegasus cup until after you have beaten all the available worlds. Ensure your party is equipped with the best weapons, accessories and items you can get.

Once it starts, concentrate on Yuffie. It's almost impossible to avoid her ninja stars so don't bother. Instead you should hit them back at her. When she lobs one, press the attack button and if the timing is right Sora will knock the star back at Yuffie, causing her damage. Use the roll move to get close to her and start beating her with the Key blade.

Once she's down, beating Squall will be much easier without the constant healing he would otherwise receive from Yuffie. Simply run in and bash him. When he powers up his sword you will need to run in and attack and then retreat before he whacks you.

vii MALEFICIENT

The first encounter with her is a piece of cake. Just get on her platform and hack away. If she goes high, beat the underside of her ride until she comes back down, then proceed to smack her some more. Let your party deal with her pets and concentrate all your whacking power on the old witch. The only attack of hers you need to watch out for is when she rains down meteors, so watch out for it charging up.

When she dies follow her into the void where she turns into a dragon. Cast Aero on yourself (keep it on for the duration) and run in. Get close and again start hacking away by locking onto the head. Heal whenever your health gets down to about halfway and continue to bash. She has a few health bars but these go down quite quickly.

Stand next to her, attack continuously and watch her health disappear

Stay close to the dragon to avoid its devastating green fire attack

REVIEWS

THIS MONTH

Santa's sack will appear a bit less bulgy than you'd perhaps anticipated now that Lara's new game has slipped into February 2003. Never mind – let the dozy bint play hard to get, we say – at least it frees up space on old St Nick's sleigh for extra copies of the ultra-violent, spectacularly un-festive Grand Theft Auto: Vice City.

49 GAMES RATED!

And once you've busted *that* little beauty open, it'll be time to take your pick from one of the other 49 games reviewed in CVG's bumper Crimbo issue – just make sure you heed our expert advice and pass it on to your eager-to-please relatives to make sure you don't get lumped with a stinking Yuletide log.

CLEE

PS2 Tony Hawk's Pro Skater 4 80
XB Splinter Cell 84
XB PS2 James Bond 007: NightFire 86
PC GC
XB PS2 LOTR: The Fellowship Of The Ring 88
PC GBA
GBA LOTR: The Two Towers .. 89
GC Star Fox Adventures (PAL)89
PS Dancing Stage Party Ed 89
XB Metal Dungeon..... 89
PC No One Lives Forever 2 90
GBA Metroid Fusion 92
PS Yu-Gi-Oh! DDS/ Forbidden Memories 93
GBC
GBA Doom 2 94
PS2 XB Robotech: Battlecry 94
GBA Justice League..... 95
PC Iron Storm 95
GBA Gekido Advance: Kintaro's Revenge 95
PS2 Haven: Call Of The King.. 96
GC The Scorpion King:
PS2 Rise Of The Akkadian 97
PS2 Alpine Racer 3 98
PS2 GC XB Reign Of Fire 98
PS2 Harry Potter And The
PC Chamber Of Secrets.....100
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XB Jedi Outcast 104
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GBA Tomb Raider: The Prophecy 110
GC Die Hard: Vendetta 112
PS2 PC Lego Drome Racers113
XB Phantom Crash 113
GBA Smuggler's Run..... 113
PS2 XB Tiger Woods PGA
GC PC Tour 2003 114
GC Ace Golf 114
GC Mystic Heroes..... 115
PS2 Dynasty Tactics 115
PS2 XB Marvel Vs Capcom 2 116
PS2 Grand Theft Auto: Vice City special 124

CVG SCORES

A great game is a great game, right? Yet some of you would be as pleased as a pooch with two choppers to spend weeks collecting dog tags in MGS2, but would rather eat poodle eggs than spend one minute on Final Fantasy X, and vice versa. That doesn't make one better than the other; they're just different genres for different tastes. It's why so many of us love games.

Which is where CVG comes in. We play the rubbish games so you don't have to. We review only the biggest, best or most significant releases of the month. And our scores are based on one key measure: fun. It's that simple.

Alex Simmons.
Editor

WHAT THE SCORES MEAN

1. Why, God, why?
2. Stinks. Never play this
3. A waste of your money
4. Maybe rent, never buy
5. Very average
6. Fairly solid but nowt special
7. Tasty
8. Quality game. Consider buying it
9. Class on a disc
10. An absolute must that defines the genre

CVG AWARDS

These accolades don't get dished out just because a game gets a certain score. They're CVG's way of telling you which are our pet hates and personal favourites.

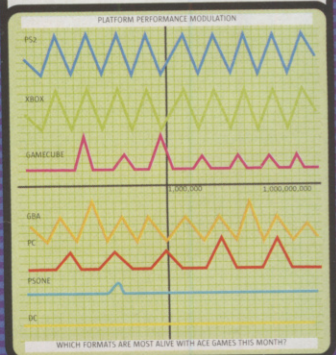
CVG ESSENTIAL
The most coveted award a game can get. It's worth buying the console to play the game

CVG RECOMMENDED
A damn good game. It may not break the mould, but it's a cut above the rest

CVG GAME OF THE MONTH
Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month

CVG STINKER
More abominable than a Yeti

FLATLINE



CVG TOP FIVES

Welcome to CVG's mini bible of the greatest games for the latest systems. Read and learn!

We've seen a lot of quality games in the quarter of a century since the debut of Space Invaders. Videogames' Hall of Fame is packed with undisputed classics of their time and format. But with gaming technology and players' expectations ever changing, what are today's best games? That's exactly what the lists below are there to tell you.

IF YOU CAN'T FIND ANY NEW RELEASES THAT PICKLE YOUR GHERKIN IN THIS MONTH'S REVIEWS SECTION, THEN CHECK THE GAMES BELOW – THEY'RE THE VERY BEST GAMES AROUND RIGHT NOW FOR THE FORMATS IN QUESTION.

AND IF YOU CAN'T DECIDE WHAT NEW GAMES SYSTEM TO BUY, AGAIN, CHECK THE GAMES BELOW – IF THERE AREN'T ANY ON ONE PARTICULAR FORMAT THAT YOU WANT TO PLAY, THEN SIMPLY CHOOSE ANOTHER FORMAT.

EACH ISSUE WE'LL UPDATE OUR LISTS WITH ANY NEW RELEASES WORTH INCLUDING, AND NO DOUBT EVERY MONTH SOME OF YOU WILL BE SUFFICIENTLY OUTRAGED BY OUR CHOICES TO WRITE IN AND COMPLAIN...

KEY: PS2 | XBOX | GBA | GC | PC | PS | DC | OTHER FORMAT | D DEVELOPER | P PUBLISHER | £ PRICE | I CVG ISSUE NO. | NP NO. PLAYERS | NEW ENTRY | B BUDGET GAME

PLAYSTATION 2

GRAND THEFT AUTO III
D DMA P TAKE 2 £ 39.99 I 241 NP 1
A violent, utterly amoral criminal masterpiece, following in the best tradition of videogames

METAL GEAR SOLID 2
D KONAMI P KONAMI £ 39.99/ I 244 NP 1
Cinematic stealth action elevated to an art form, just cut a tad too short though

GT3: A-SPEC
D POLYPHONY P SONY £ 20 I 237 NP 2
Quality handling and looks, plus it's a game that lasts longer than most real motors. Probably

NEW ENTRY

PES 2
D KONAMI P KONAMI £ 39.99 I 253 NP 8
The most accurate footie game around while remaining fun. Like its predecessor, PES2 rewards the time you invest

VF4
D SEGA AM2 P SONY £ 39.99 I 246 NP 2
Hidden depths make this fighter more a way of life than just a game. Even better than we first thought

XBOX

HALO
D BUNGIE P MICROSOFT £ 44.99 I 242 NP 16
Luscious looks, clever enemies and a neat storyline. Best console first-person shooter yet

NEW ENTRY

BLINX: THE TIME SWEEPER
D ARTOON P MICROSOFT £ 39.99 I 253 NP 1
A highly original platformer from Sonic's co-creator exploring Xbox's true potential as an innovative gaming platform. Not perfect, but lots of fun

DEAD OR ALIVE 3
D TEAM NINJA P MICROSOFT £ 44.99 I 243 NP 4
Fantastic-looking fighter, a bit gimmicky, but nevertheless solid stuff for all standards of player

PROJECT GOTHAM RACING
D BIZARRE P MICROSOFT £ 44.99 I 243 NP 4
More accessible take on Dreamcast's seminal MSR, with added Ferrari-smashing goodness

AMPED: FREESTYLE SNOWBOARDING
D MICROSOFT P MICROSOFT £ 44.99 I 242 NP 4
Snowboarding sim with impressive freedom to roam and an innovative Career mode

GAMEBOY ADVANCE

GOLDEN SUN
D CAMELOT/NINTENDO P NINTENDO £ 29.99 I 244 NP 2
Polished role-player by any standards, all the more impressive on handheld. Incredible

ADVANCE WARS
D NINTENDO/INTELLIGENRE P NINTENDO £ 29.99 I 240 NP 4
Stunning turn-based strategy game rammed with hidden bonuses. Still a CVG obsession

MARIO KART SUPER CIRCUIT
D NINTENDO P NINTENDO £ 29.99 I 239 NP 4
Racer recapturing the brilliance of earlier outings, though with a few controversial tweaks here and there

SUPER MARIO ADVANCE 2
D NINTENDO P NINTENDO £ 29.99 I 244 NP 4
More classic Mario magic given the GBA makeover, this time of the platform persuasion

NEW ENTRY

YOSHI'S ISLAND
D NINTENDO P NINTENDO £ 29.99 I 253 NP 4
Otherwise known as Super Mario Advance 3, this near-perfect port from the SNES is bigger, tougher and better looking than its older brother. Another handheld Mario must-have

GAMECUBE

SUPER MONKEY BALL
D AV/SEGA P INFOGRAMES £ 39.99 I 246 NP 4
Cute, hardcore, vertigo-inducing thumb-teaser with loads of modes and plenty of replayability

RESIDENT EVIL
D CAPCOM P CAPCOM £ 39.99 I 250 NP 1
The original Resident Evil adventure is stunningly updated. Your eyes won't believe the difference

PIKMIN
D NINTENDO P NINTENDO £ 39.99 I 248 NP 1
Imaginative action-strategy played against the clock, with touches of Miyamoto genius

SUPER MARIO SUNSHINE
D NINTENDO P NINTENDO £ 39.99 I 251/2 NP 1
The best platform adventure in the history of gaming bar none, AND it lasts for ages

SUPER SMASH BROS MELEE
D HAL LABORATORY P NINTENDO £ 39.99 I 247 NP 4
Painfully fast fighter or homage to all things Nintendo? Both, though a bit niche

PC

MEDAL OF HONOR: ALLIED ASSAULT
D 2015 P EA £ 29.99 I 243 NP 32
Class scripting, enemy AI and the WWII setting make for a tense if plot-light FPS

CIVILIZATION III
D FIRAXIS P INFOGRAMES £ 29.99 NP 1
Videogaming crack. Complex, formulaic but so immersive it can mess with your emotions

OPERATION FLASHPOINT
D BOHEMIA P CODEMASTERS £ 29.99 (GOLD EDITION) I 236 NP 16
Bit cack-looking but quality war sim that'd convert a hippy to the art of soldiering

SYSTEM SHOCK 2
D IRRATIONAL P EA £ 19.99 (COMPILATION) B I 216 NP 1
Well-plotted role-player shooter adventure-cum-chiller with the atmosphere Deus Ex lacks

HALF-LIFE
D VALVE P VIVENDI I 206 £ 9.99 B NP 16
Dated but still a byword for classy, story-driven shooters, better than many new releases – even today

PERSONAL RECOMMENDATION

This month: Neil Donnell, Producer of Hitman 2, shares his Top Five games of the moment

SUPER MARIO SUNSHINE (GC)
D NINTENDO
P NINTENDO
£ 39.99 NP 1
"Stunning on all fronts. Exquisite level design and water effects and a huge variety of puzzles and courses to navigate. There's no such thing as a bad Mario game."

COUNTER-STRIKE (PC)
D VALVE SOFTWARE
P VALVE/VIVENDI
NP 32
"The most addictive game ever. Two years of playing and I still can't give it up. A perfectly balanced multiplayer that rewards practice and intelligent play"

TIMESPLITTERS 2 (PS2)
D FREE RADICAL
P EIDOS
£ 39.99 NP 16
"The lunchtime special: two TVs, two PS2s, eight controllers, Capture the Bag... Simmer gently for one hour. Guaranteed to turn your brain to jelly"

ACE GOLF (GAMECUBE)
D EIDOS
P EIDOS
£ 39.99 NP 4
"The best golf game since Mario Golf. Who would have thought it could require so much skill to push that C-stick on the controller forward in a straight line... Grrrrr"

CHAMP MANAGER 4 (XBOX)
D SPORTS INTERACTIVE
P EIDOS
£ 39.99 NP 1
"The single best perk of working at Eidos. You get to see this baby in action before everyone else. I NEED more stats. Just one more match then I will go home..."

BEST IMPORT

METROID PRIME
D NINTENDO P NINTENDO
£ 69.99 (US IMPORT NOV 21) UK RELEASE: 2003 (TBC) NP 1
All-action, alien ass-busting heroine Samus returns. A few minutes hands-on with her blaster blew away any doubts we had about the switch to first-person shooter

CVG THE TEAM

This month's elves doing their stuff in the CVG Xmas Grotto

YOUR MOST WANTED STOCKING-FILLER THIS XMAS?	GODIVA CHOCOLATES	PET ORANGUTAN	MAGIC BOOTS (LIKE THESE) ELVEN BOOTS	A PAL ANIMAL CROSSING	AIBO	LEG	CAVE WOMAN	TECHNICS	GBA BACKLIGHT
WHO ARE YOU?	LEE SKITTRELL REVIEWS EDITOR	MICHAEL COOPER STAFF WRITER	PAUL DAVIES CONTRIBUTING EDITOR	DEAN SCOTT FREELANCE	JIMMY FRANCIS STAFF WRITER	ALEX HUHTALA FREELANCE	PETE WALKER DEPUTY EDITOR	DAVE WOODS FREELANCE	DAVE MCCOMB FREELANCE
PLAYING FOR PLEASURE?	■ Animal Crossing ■ Super Mario Sunshine ■ Rez	■ Animal Crossing ■ Super Mario Advance 3 ■ Winning Eleven	■ Pro Evolution Soccer 2 ■ Yoshi's Island ■ TimeSplitters 2	■ J.League Winning Eleven Advance 2002 ■ Splinter Cell ■ Ikaruga	■ Jedi Knight II: Jedi Outcast ■ Tony Hawk's 4 ■ 007 Nightfire	■ Super Mario Sunshine ■ Pro Evolution Soccer 2 ■ Champ Manager	■ MoH Allied Assault: Spearhead ■ Splinter Cell ■ GTA Vice City	■ Battlefield 1942 ■ NOLF 2 ■ Unreal Tournament 2003	■ Super Mario Sunshine ■ Dance Summit 2001 Bust A Move ■ Space Channel 5.2
WHEN AND WHERE SHOULD THE NEXT GRAND THEFT AUTO GAME BE SET?	*"GTA Animal Crossing: Burn up your personalised town, run down your neighbours"*	*"GTA East End: In the Krays' era. Smoky pubs and sharp suits. Duff up pearly kings. 'Ave it!"*	*"Miami! And it could be all '80s style, with cheesy music and... oh"*	*"GTA Corby: Get with the REAL ghetto. Guns, pimps, hos, MacDonald's... Corby has it all"*	*"GTA Medieval: Set in Prague. Steal carts, get paid in turnips. Medieval is the new game black"*	*"GTA Amsterdam: Featuring canals, cobbled streets, walrus moustaches and tulips"*	*"GTA Jurassic Nark: Grass up other Neanderthal crim clans to the cave police for pebbles"*	*"GTA Oop North–lad: set in Northern England in the 1970s. Work up to chief scally"*	*"GTA Glastonbury: Flog lawn clippings to hippies! Enforce a protection racket at the chemical toilets!"*

TONY HAWK'S PRO SKATER 4™

GAME INFO BOX

NUMBER OF PLAYERS: 1-4 (ONLINE)

COST: £39.99

PUBLISHER: ACTIVISION

OUT: NOW

DEVELOPER: NEVERSOFT

URL: WWW.NEVERSOFT.COM/TH4/THPS4MAINPAGE.HTM

Even better than Tony 3? It's a close-run thing

By now you're sure to have glanced at the score and clocked that Tony Hawk's 4 is one point shy of the full marks that Tony Hawk's 3 racked up last year. So you must be thinking that TH4 isn't as good as its big brother. Wrong. It is, and in a few ways it's better.

"That doesn't add up!" we hear you scream. But don't throw your copy of CVG out the window just yet, because there are a few reasons that the latest Pro Skater game didn't land a ten. So let's briefly highlight those reasons and get 'em out of the way before we spend the rest of this review shamelessly kissing the ass of this truly bodacious and essential extreme sports title.

The leap from Tony Hawk's 2 to 3 was enormous. Massive shape-shifting environments, killer visuals, new, quirky, action-adventure-style objectives, improved skater physics and combos, and an online option. Some damn significant steps.

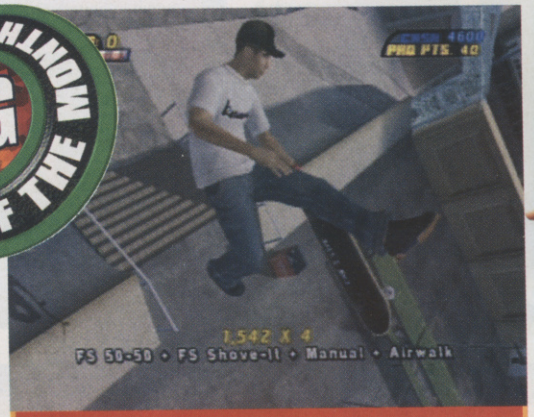
TH4 has built on all of these features, but the transition from TH3 to 4 is far less ground-breaking in terms of gameplay advancements, even though there are quite a few. And visually the game looks no better than its predecessor. Fair enough, Tony Hawk's 3 didn't look shabby by any means, but we expected a little extra graphical spice from the Neversoft boys. Anyway, now that we've got that off our chest, let the brown-nosing begin.

Knocking tourists into the water while you perform a trick-combo adds to your score

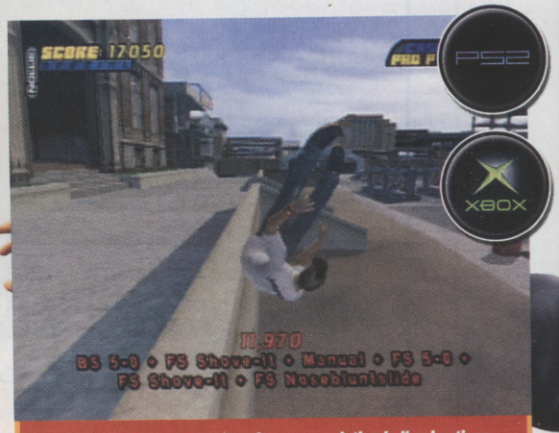
KING OF THE JUNGLE

The environments in TH4 are much grittier and more urban than last time round. They're still totally

CVG GAME OF THE MONTH



TH4 is also out for GC, PSone and GBA. We just didn't see 'em. Booo!



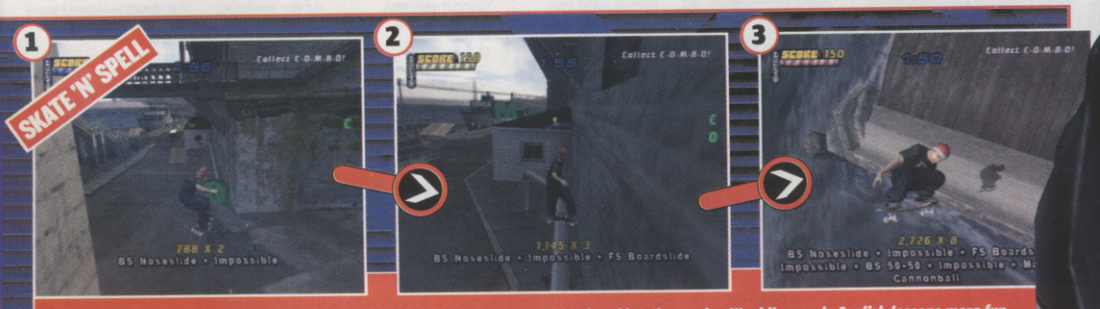
That'll hurt! There are masses of new excruciating bail animations

JENNA JAMESON'S CLEAVAGE — MORE THAN — TONY HAWK'S 4 — BETTER THAN — AGGRESSIVE INLINE

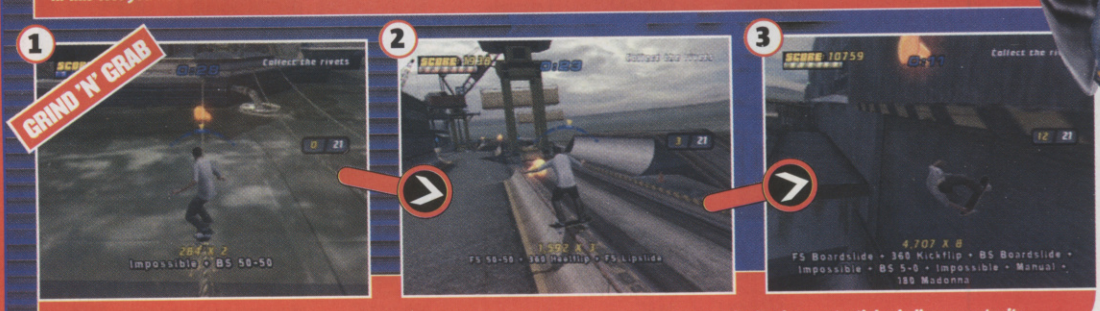
LINK 'N' LEARN

There's a new type of objective which forces you to learn how to string together massive trick-linked combos. A variation on the traditional 'collect S-K-A-T-E' challenge, you have to assimilate various objects or letters scattered throughout a level in a single trick combo.

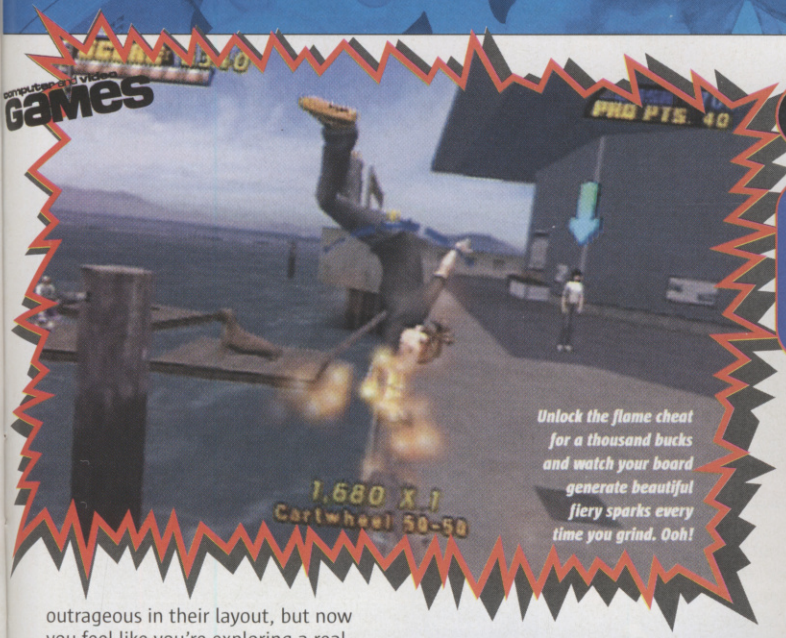
You'll soon find out that these combo-based missions really test your mettle, separating the men from the boys: you'll need to master almost every skill in the book in order to succeed, especially on the later levels. Every time you complete one of these challenges you'll really notice your talents improving, which is a massive reward in itself. If only all learning really was this much fun.



In this test you need to collect all the letters within the time limit and without breaking the combo. Would've made English lessons more fun



Even though it's not highlighted there's always a rough trick line to follow. Stay alert, so that you don't miss a potential grinding opportunity



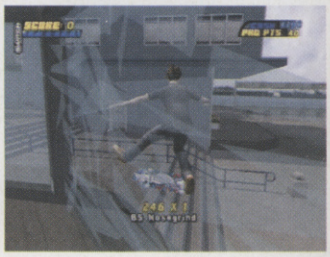
Unlock the flame cheat for a thousand bucks and watch your board generate beautiful fiery sparks every time you grind. Ooh!

outrageous in their layout, but now you feel like you're exploring a real concrete jungle, rather than a fantasy land littered with haunted houses and Ewok-style treetop networks. This shift back to more realistic cityscapes succeeds in making your skating feats look that much more impressive, because you're performing on believable stages.

All the levels are amazingly designed, fantastically huge, intricate, and rammed with better-positioned objects and obstacles on which to link enormous trick combos.

Once you step into the awesome Alcatraz stage you'll be bowled over by what's arguably the best level ever to appear in an extreme sports game. The gigantic island stretches hundreds of feet out of the water, over tons of different levels. They're all inter-connected with a mad array of imaginatively and perfectly placed rails, steps, pipes, ledges and anything else that it's possible to grind across. We've spent countless hours mucking about on this stage, and just keep on discovering new areas and surprises.

Chicken: time your jump right and leap across the path of oncoming London buses



Vandalism is utterly necessary when searching for new secret areas. Honest, guv

NO, NO, THERE'S NO LIMIT

Bombing around stages with no real purpose for as long as you like is a privilege you can now indulge in

DO AS YOU'RE TOLD!

A mixed bag of tasty tasks lies within each of the giant stages. And all the challenges are super-funky and fresh. Every time you chat to a citizen with a big blue arrow pointing down at them, it's like opening a Christmas pressie. You never know what to expect and it's impossible not to get addicted to TH4's insane mini missions.

"Fetch me the head of Hulk Hogan, the Holy Grail, Angelina Jolie's phone number and a packet of M&Ms... oh alright, just collect S-K-A-T-E!"

CARAVAN MAN

"Tow, tow, tow your bloke merrily down the street..." You've got to skitch and keep hold of the back of this car as it skids and tears through the level at super-high speeds.

Watch the balance meter like a hawk. Oh, you are the Hawk

Spasmodically tap left and right to keep Tony hooked on

IT'S ALL DOWNHILL

Slalom your way down through the flag markers within a strict time limit. There are three courses to complete, each becoming progressively tougher.

The first flags aren't too difficult to weave around...

...but don't get cocky - the final course is a killer

JACK IN THE BOX

A loony bloke in the shipyard wants you to do a trick in every crate in the loading dock. Twenty-one in total in under two minutes. Every crate you hit is marked red.

Leap between crates using the new Spine Transfer move

Plant some mad tricks on the last of the crates, fast!

SUICIDAL SKITCH

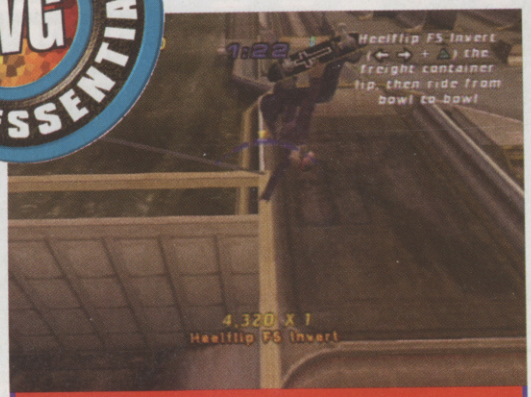
Latch onto the buggy to pick up major speed, let go and catapult yourself off a ramp and into the sky, and then hit the ramps in the area below. See how high you can get.

Let go of the buggy and fling yourself into oblivion

You have to reach 150ft off the halfpipe and 350ft out to sea

thanks to the new structure in TH4. There's no time limit on any of the stages. Chatting to people with arrows over their heads will trigger an objective, and you can hop in and out of these as and when you choose. This gives you masses of freedom, and it feels like you're actually interacting with the folk populating that specific area.

There are also more objectives in this sequel – 190 in total. Somehow they're even more imaginative, funny, varied, challenging, and addictive than before. Whether you're rescuing a man from a hungry pack of sea lions, helping a prisoner escape from Alcatraz, or catapulting yourself hundreds of feet out to sea in a bizarre long-jump attempt, every task you're issued with will keep you seriously entertained. You're sure to return to challenges again and again just for the sheer fun factor.



You have to balance this special hand plant for as long you can

PIPE MANIA

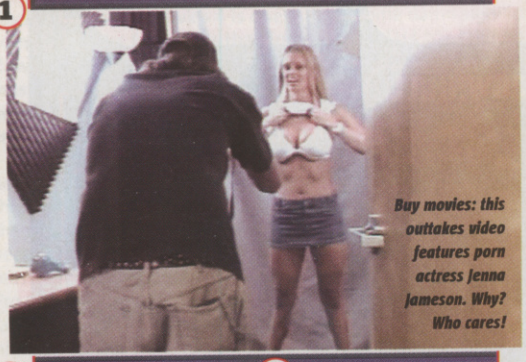
Every stage is packed with amazing grinding opportunities. This labyrinth of twisty pipes on the Alcatraz stage links a few areas together brilliantly.

Slide along and switch pipes to end up in a different area

CASH FOR KICKS

Spend your hard-earned notes buying cool new clobber, skate gear, cheats, movies and new levels.

1


Buy movies: this outtakes video features porn actress Jenna Jameson. Why? Who cares!

2

Cover your ugly mug with this stylish paper bag accessory

3

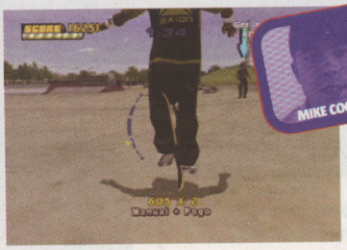
Unlock Gorilla Mode and the other cheats for $1000 each

R2 GETS AN UPGRADE

One small but extremely important addition to this sequel is the importance of the R2 button. Learn to get your right index finger comfortably sat on this button at all times, because it serves so many purposes now.

In TH3 it was introduced for pulling off the Revert move, which enabled you to continue a trick combo when landing on a halfpipe. Now if two halfpipes or quarter-pipes are back to back, and you press it mid-flight, you'll perform a Spine Transfer, looping over from one onto the other. And if you're caught off balance, or at an unfortunate angle in midair, press R2 in good time and you'll readjust and land safely. Also, performing a Manual and pressing R2 will see you perform a pivot while on two wheels.

TH4 is packed with loads of additions and alterations, and every little change has succeeded in making it better than Tony Hawk's 3. It hasn't pushed the series in a dramatic new direction as the last game did, but in terms of more exciting, entertaining and satisfying gameplay, TH4 just about has the upper hand.



Double-tap the Triangle button during a Manual to pull off a cool Pogo flatland trick

WHATEVER YOU THINK, SIZE MATTERS

TH4 is massive in every way, but especially when it comes to the size of the environments. Every stage is bigger than the largest level from Tony Hawk's 3 – Los Angeles – and not only in terms of ground space. Most stages are split over multiple levels, and the feeling of scale is phenomenal. The Alcatraz stage is easily one of the most impressive environments ever to make an appearance in an extreme sports game.

1

Take in the spectacular view that you get of the entire level from the lighthouse on top of Alcatraz

2

It'll take you a good couple of minutes to skate around the entire island – it's bigger than you think

ALEX RECKONS

TH4 takes the action back to the streets. Erupting with attitude, raw energy and soul, it's the definitive extreme sports game. Everything about this sequel is that little bit better than TH3. Neversoft has done it again. Buy it, NOW!

VERDICT

The objective system, stages, challenges and skate mechanics are all much improved. But it doesn't take enough of a leap forward to score the big ten. **Mike**

GOOD VS BAD

- Cool environments
- Refined skater controls
- Ace challenge structure
- Best objectives ever

- No better-looking than TH's last outing
- A less dynamic progression in the series

9
OUT OF TEN

IF YOU LIKE THIS TRY THESE...

- *Aggressive Inline (PS2)*
- *Amped (Xbox)*

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TOM CLANCY'S SPLINTER CELL

So people **really do** this for a living? **Nutters**

GAME INFO BOX

NUMBER OF PLAYERS: **1**

COST: **£44.99**

PUBLISHER: **UBI SOFT**

OUT: **NOV. 22**

DEVELOPER: **UBI SOFT**

URL: WWW.SPLINTERCELL.COM

Metal Gear. That's what you're thinking isn't it? Metal Gear, Metal Gear, Metal Gear. Let's clear this up straight away. Splinter Cell is like Metal Gear, but it's not really *like* Metal Gear. Right?

Metal Gear Solid 2 is about sneaking about in a fun way, poking everything in the game world just because you can. If someone sees you, you hide and they go away. You bear the intrusive plot because you can shoot the leaves off plants. Splinter Cell, though, is a *proper* stealth game.

As you're hiding, your bladder suddenly feels twice as full. You twitch nervously on the stick as you creep, as getting spotted usually means instant death. No 'ha ha' hiding in the cupboard. DEAD.

It's the hardest great game in years. A millisecond lapse in coldly pre-calculated stealth and you're replaying that section. Tip-toeing back through to get to where you were. It's the most annoying thing in the world but the frustration quickly drains away. You have another go because it's so damn good.

Sometimes stealth fails. Then you need to kill people quickly. Headshot!

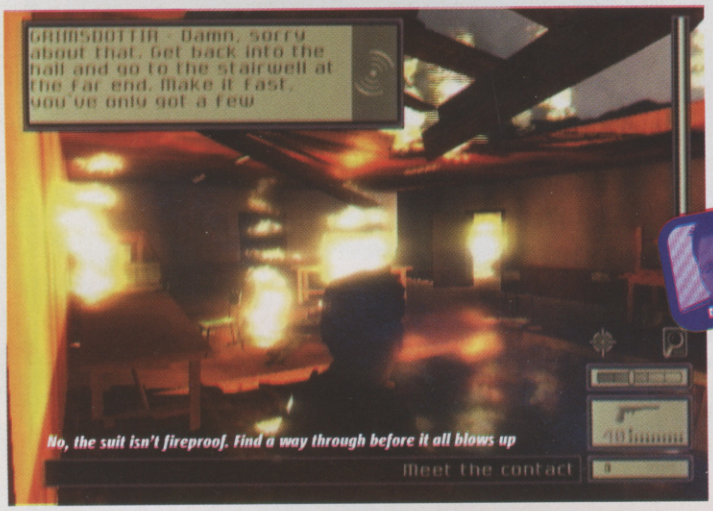
SNEAKY SNEAKERSON

You're Sam Fisher, a sneaky little bugger they send in to kill people and nick stuff from foreign countries without being granted official government consent.

You might be expecting an MGS2-style plot what with writer Tom Clancy's name stamped on this, but you'd be wrong. Fast-cut news clips set the scene, and then you're away. A little voice in your ear informs you of any changes to the mission. No intrusive cutscenes here.

It all looks brilliant. Every setting is lavishly designed, and the real-time shadows make a massive difference. The shadow of a moth looks guard-like for a split second. The sound's great too, and needs to be. You dread hearing your footsteps as that means someone else might too.

Mind your 'p's and 'q's: a polite conversation can often yield invaluable information



No, the suit isn't fireproof. Find a way through before it all blows up

Off-shore platform? New for a stealth game

SNEAKY DEVIL

Solid Snake knows a bit about stealth, but Sam Fisher could burgle Snake's whole house in broad daylight as he sat watching TV. Trisha comes to an end, Snake gets up, the house is empty. The star of Splinter Cell has moves the Metal Gear man can't hope to match.

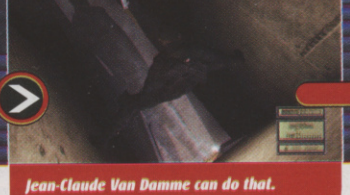
1

Overhead cable? Sam can slide along it like he's on Gladiators or something

2

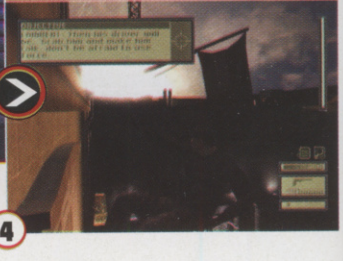
Lock-picking. A class little mini-game. Only panic if there's someone coming

3

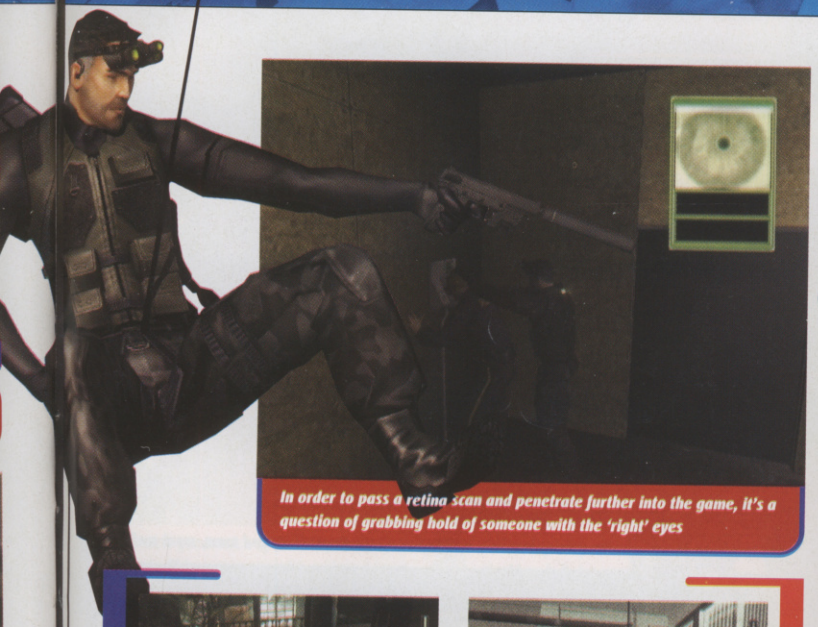


Jean-Claude Van Damme can do that. Well, so can our Sam Fisher

4



Scale down the side of buildings making use of your mad abseiling skills

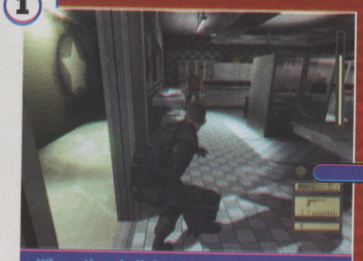


In order to pass a retina scan and penetrate further into the game, it's a question of grabbing hold of someone with the 'right' eyes

THE LIGHT FANTASTIC

Usually when a developer bangs on about 'dynamic lighting', we make rude snoring noises and they slope off in a huff. Splinter Cell is one of the first games to make you fully appreciate what impact a load of tedious-sounding techie nonsense has on gameplay.

1

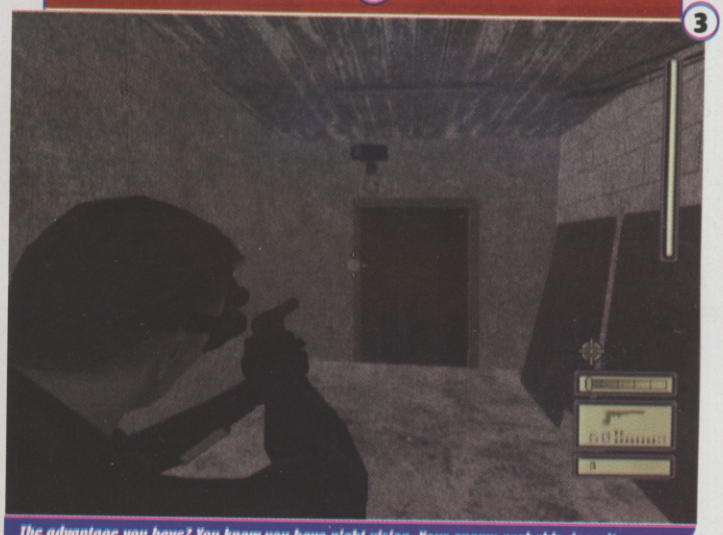


Where there's light, there's shadow. Make sure yours doesn't give you away

Darkness is an advantage. Shoot out the 'dynamic lights' and - voilà - pitch darkness

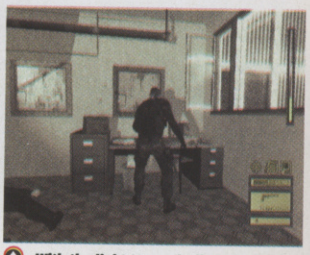
2

3

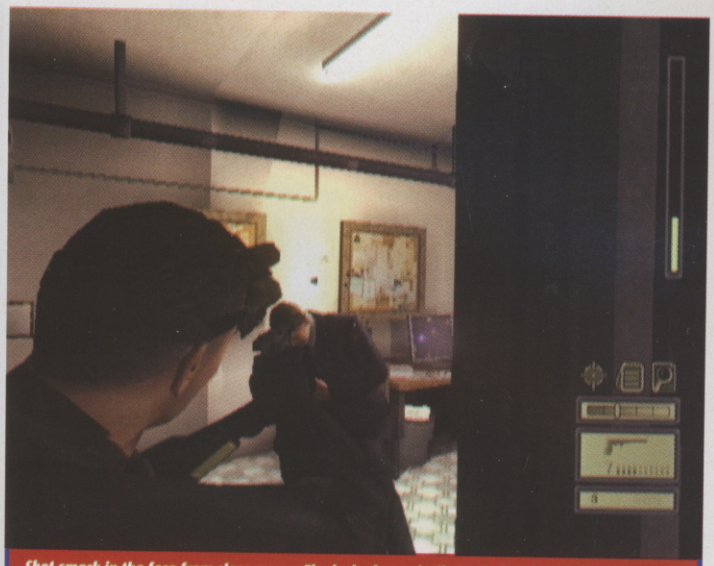


The advantage you have? You know you have night vision. Your enemy probably doesn't

The PS2 version is due next year. Can it look anything like as good as this?



With the lights turned off you're ready to log on to www.dirtynudeyladies.com



Shot smack in the face from close range. The lack of gore is distinctly disappointing

KEEP BREATHING

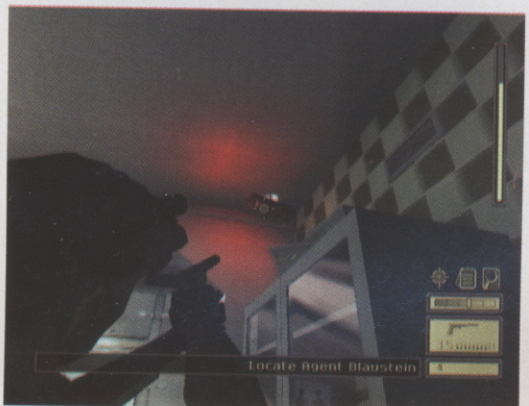
Although it's a linear game, the convoluted routes you take *feel* free. Shimmy up a pipe. Edge along a ledge with your fingers. Cross a street on a zipline. Go down a trap door. Crawl along a heating duct. Abseil down a building. It's just the sort of behaviour you expect from a special forces guy. There aren't really any secrets to discover. You feel you're doing it for real, and staying alive, not finding money, is what counts.

It's not the longest of games, and you'll probably have it licked inside 15 hours. Progress can be slow because going slow is how you don't get caught. There are no radar and no sight cones. You react to what you yourself see and hear. Ammo is scarce and so are save points. You'll curse the lack of a quick-save command, but that would have ruined it.

Splinter Cell is hard, but it's fair. Practice makes perfect. Question is, are you up to it? CVG

The lock picking is class, and scary as hell if you catch the sound of approaching enemy footsteps when you're only halfway through. You can't pick every lock or shoot everything, though. In fact, there's very little interaction with the scenery at all and certainly nothing on the scale of Metal Gear 2.

This is disappointing at first, but the ability to create darkness outweighs it. Break into the police station in Tbilisi, Georgia and see it's lit by neon strip lights. Do you blaze in and hope to kill before the alarm is raised? Or do you take out every light in the room in turn so it's pitch black, then hunt in night vision?



Take down any camera as a matter of course, just like in GoldenEye

CVG VERDICT

Hard as nails; conveys the idea of stealth better than any other game. It's realistic, tense and thrilling. Better than Metal Gear? Probably. **Dean** CVG

GOOD VS BAD

- Best stealth in a game ever
- Amazing lighting
- Terrific atmosphere

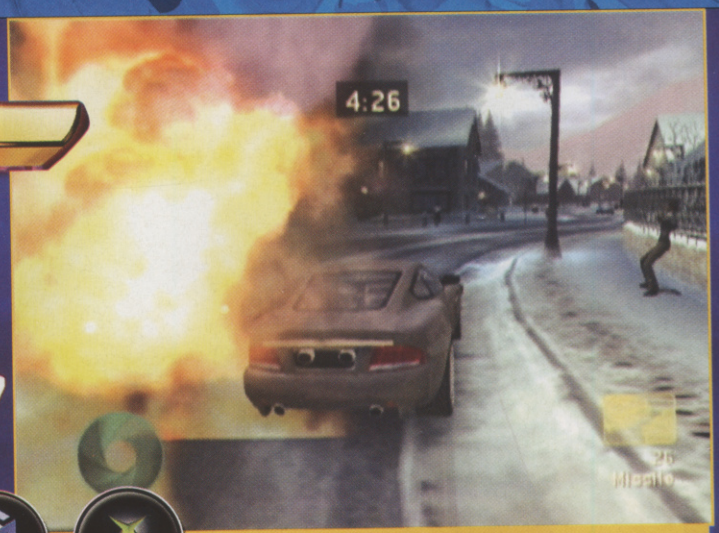
- Brutally tough
- Sparse save points
- Slightly clunky control system

IF YOU LIKE THIS TRY THESE...

- *Original Unreal Tournament (PC)*
- *TimeSplitters 2 (PS2)*

9
OUT OF TEN

007 nightfire



The driving sections, developed by the Need For Speed team, work well

PS2 · GAMECUBE · XBOX

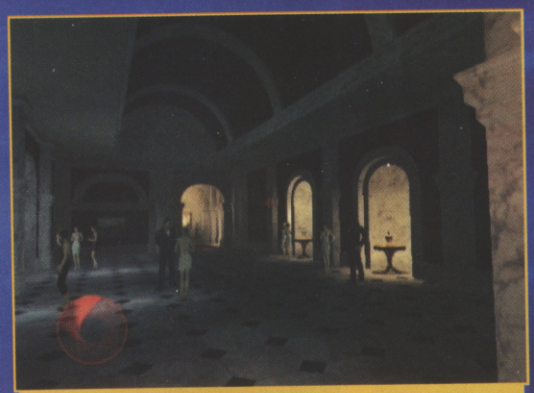
GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: EA
OUT: NOV. 29
DEVELOPER: EUROCOM
URL: WWW.EA.COM

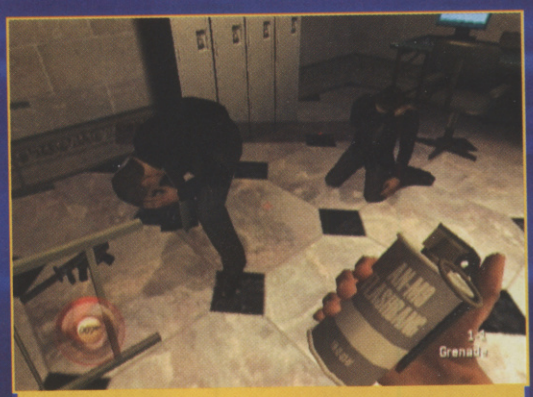
Not quite GoldenEye, but Bond is definitely back

God help anyone trying to make a Bond game. Ever since GoldenEye on the N64, developers have been scratching their butts trying to replicate the heady mix of singleplayer genius and multiplayer madness that made gamers the world over scream a collective "Yes!"

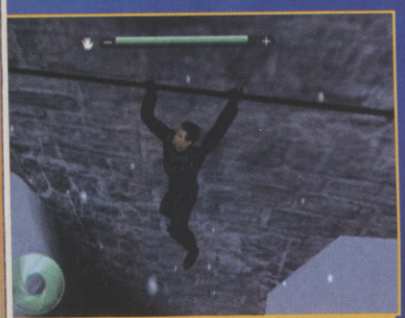
Eurocom has been turning the Bond movies into first-person shooters since the aforementioned Rare classic, but its mixed success since has made us wary of expecting too much. Thankfully, this new instalment builds on the positive trend set by last year's Agent Under Fire, bringing you even classier first-person shooter action laced with some cool vehicle-based missions.



No time to stand around and chat - you've got to save the world



Use Stun Grenades to temporarily blind opponents for an easy kill



If the bar at the top of the screen runs out, James will lose his grip and drop to his doom. Hang on in there, son

The story line is original but pure Bond: recover a sophisticated piece of missile guidance technology that will allow untold scum to hack into a weapons platform orbiting Earth. You'll need all your wits about you if you want to catch Raphael Drake, the 'green'-industrialist-turned-evil-terrorist behind this dastardly plot.

The game eases you in gently with a cutscene that gradually gives you more control of Bond... then crash! You're smashing into restaurant tables in your sparkly Aston Martin Vanquish, trying to take out a truck loaded with explosives. These vehicle-based missions are plentiful and some, like the underwater Deep Descent where your car turns into a submarine, are truly inspired. But it's the first-person-viewed action that'll really keep you coming back for more.

ON A MISSION

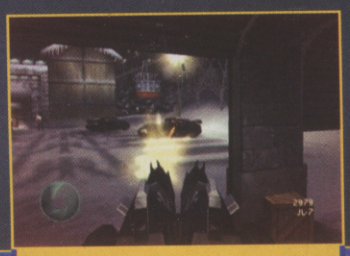
These missions take you from the grandiose halls of an Alpine castle to the narrow corridors of a Tokyo skyscraper to the wipe-open spaces of a nuclear power plant, all of which look jaw-droppingly gorgeous. A new challenge is waiting round every corner, and the there's more choice built into level layout so you never feel you're being forced onto a linear route.

In fact, there will usually be several ways to reach your objective, often involving ziplines and rope crossings. In The Exchange, if you're feeling bloodthirsty, storm straight through the castle doors and kill everything in sight. If stealth is more your style, get chauffeured in by jumping on the back

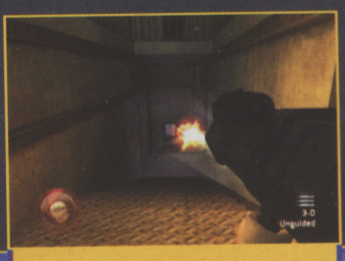
LOAD 'EM UP

Of course, first-person shooters are often all about the weapons, and NightFire doesn't disappoint in this department. Eurocom has recognised that variety is the spice of life, so most of the weapons have a secondary fire mode for those extra-tricky situations.

The turret on the back of the snowmobile can either be a missile launcher...



...Or a plain old machine gun to blast up some Bimmers. Take them right out

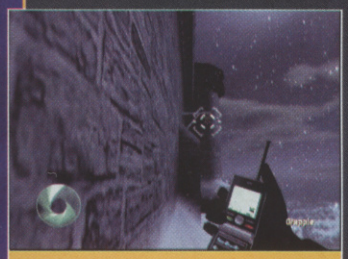


The rocket launcher can either fire missiles direct - just point and blast...

...Or you can guide it to its target manually - a much more delicate affair

GADGET HEAVEN

No secret agent would be worth his salt without a bevy of disguised gadgets tucked into his utility belt. NightFire has the biggest haul yet, so check out all the things you can play with...



The new generation of mobile phones looks good... This one comes with a gloved hand

How much do you wanna bet that David Beckham's Rolex can't do this?

This handy little zippo looks innocent enough when you whip it out your pocket...

...but it converts into a handy micro-camera. Nice little gadget, that

Like Lee's mum going to the supermarket on a Saturday afternoon... tsk

of a delivery truck. But if you're sly as a fox, just shimmy around the castle walls and enter by the back door.

SPY GAME

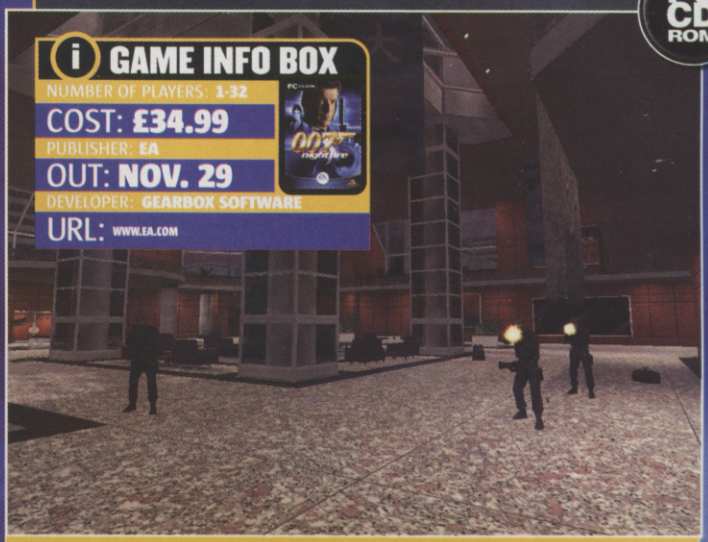
There are a couple of problems, though. The enemy AI slips too often, so you'll sometimes find yourself standing next to a Yakuza who's shooting at thin air, giving you a kill that's a little too easy. And the multiplayer mode, although solid, doesn't have the customisability we've come to expect after games like TimeSplitters 2. Even so, NightFire – on all home consoles – is still a good game to keep you glued to your screen for hours on end.

The multiplayer levels are well designed and worth checking out

YES, IT'S COMING TO PC TOO

The PC version looks very similar to the console editions, but has slightly different level layouts. The graphics are crisp and textures great but, like in the other versions, the enemy AI is a bit dodgy.

PC CD ROM



GAME INFO BOX

NUMBER OF PLAYERS: 1-32
COST: £34.99
PUBLISHER: EA
OUT: NOV. 29
DEVELOPER: GEARBOX SOFTWARE
URL: WWW.EA.COM

Sure enough, the graphics in the PC version have that typical PC feel. Oh

Oh dear, we don't think James will be getting out of this one unscathed

CVG VERDICT

PC gamers want more for their money, so although there is a raft of multiplayer options it's not innovative enough to be a classic. ***Jimmy***

GOOD VS BAD

- Crisp graphics
- Loads of gadgets
- Great multiplayer
- Dodgy AI
- No better than lots of other shooters

8 OUT OF TEN

The game kicks off with a chopper sniper

Just when you think it can't get any worse...

CVG VERDICT

Bond's best adventure for years is a beautiful-looking shoot 'em up that's let down by some slightly dodgy AI and and average multiplayer mode. ***Jimmy***

GOOD VS BAD

- Open-ended missions
- Loads of weapons and gadgets
- Beautiful graphics
- Slightly dodgy enemy AI
- Lame multiplayer
- Scenery should be more interactive

8 OUT OF TEN

IF YOU LIKE THIS TRY THESE...

- *TimeSplitters 2 (PS2)*
- *Medal Of Honor: Frontline (PS2)*

The Lord of the Rings

THE FELLOWSHIP OF THE RING

One ring to fool them all

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £44.99
PUBLISHER: BLACK LABEL GAMES
OUT: NOW
DEVELOPER: WXP/SURREAL STUDIOS
URL: WWW.LOTR.COM

Some things simply defy all logic. Take The Lord Of The Rings. It's the beardiest subject ever – so you'd think Black Label would use the LOTR book licence to do the obvious and make a role-player. But no, that'd be *too* logical.

Apparently, the world needs an LOTR action-adventure. Brilliant. We wouldn't mind, only FOTR is a rather average one at that, delivering a gaming experience that, while Rings flavoured, falls way short of doing the book licence justice.

Control Frodo, Strider or Gandalf at different points, with plenty to do from the start in the way of sub-quests, while the main plot sticks largely to the FOTR book, with lots of dialogue. Environments are large and initially fun to explore, with some clever mechanics like the One Ring letting you access hidden areas.

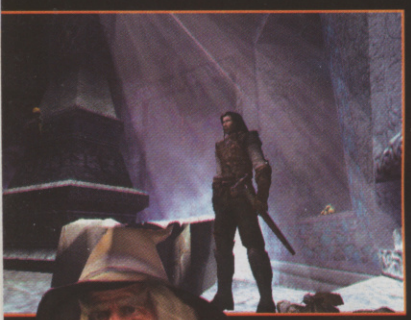
But the tiresome fighting system doesn't amount to much more than timing hits and parries. Other Fellowship members mainly stand around doing nothing, being ignored by enemies or even worse getting in their way, causing pathfinding pain.

Boundaries to accessible areas are confusing too – you can jump one waist-high fence but not another. Combine that with weak enemy AI and we hadn't even left Hobbiton before we laughingly stood behind tiny walls throwing stones at Black Riders, who often barely reacted or couldn't get to us. Great atmosphere builder that.

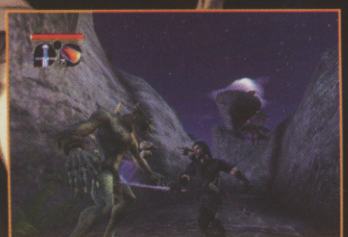
Good ideas like limiting use of the Ring with a Corruption meter are spoiled as the same bar is also reduced from behaviour like smashing other hobbits' property, while refilling it was damned hard. More worryingly, our review code still had some nasty bugs – let's hope it's all ironed out to avoid repeats of the problems reported after the US release.

Near the end! We concentrated on the Xbox version for this review but PS2 and PC are essentially the same game

Stuff you find in the hidden areas is often old tat. You soon ignore the spinning ring alert


Aragorn didn't realise the goblins had their own karaoke stage in Balin's tomb

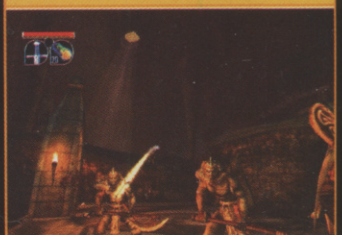
Water effects impress on Xbox, but as a whole FOTR isn't visually ground-breaking


Hit, block, hit, Zzz. And beware the odd delay between you striking enemies and the impact

MORE PROBLOIDS

There are some evil camera issues causing frustration while exploring and real hurt during fights; long loading times for interiors; bad voice acting; a lack of a local map meaning in certain large levels you're reduced to grid-searching for objectives; and some strange juddering you'd not expect in the Xbox version. Bah.

Frodo's powered-up attack is stupid, as it doesn't let you move once powered up


Enemies are a bit dim so you can often just run past and they quickly give up the chase

Games VERDICT

Rings nuts like us will forgive many of the shortcomings and keep playing, just wanting to get to the next area. Ah, the strange power of the One Ring. **Pete**

GOOD VS BAD

- Lots of FOTR book material
- Strangely compelling for FOTR fans
- Big levels, lots to do

- Dull fighting, dim AI
- Limited Fellowship control

6 OUT OF TEN

IF YOU LIKE THIS TRY THESE...

- *LOTR: The Two Towers (PS2)*
- *Mario Sunshine (GC)*

the LORD of the RINGS
THE FELLOWSHIP OF THE RING

GAME BOY ADVANCE

If you honestly expected Vivendi's LOTR game to even attempt to replicate the huge scale and depth of Tolkien's massive novel on the 32-bit GBA, then you probably believe rings of invisibility really do exist, you just can't see them cos they're invisible.

What FOTR does give you is a mix of real-time exploration, a few clever puzzles (particularly one involving shifting routes through The Old Forest) and lashings of simple turn-based party combat of up to nine on nine, held together in the framework of the book's storyline.

The formula of optional subquests, backtracking and finding objects to open new areas is a bit SNES but rather undermines the sense of urgency of the book's main story, though FOTR never really makes you feel the fate of Middle Earth rests in your hands anyway.

Improving the equipment of your party as the Fellowship expands does drive you onwards, but restricted tactical options make the fights themselves feel shallow and ultimately not terribly satisfying – a problem compounded by the levelling-up system.

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: VIVENDI
OUT: NOW
DEVELOPER: POCKET STUDIOS
URL: WWW.LOTR.COM

Fights can feel slow and too repetitive

VERDICT

Lightweight, diverting for a bit with authentic touches, but lacks atmosphere. It's no Zelda nor Golden Sun, and isn't one for Ring purists either. **Pete**

GOOD VS BAD
- Big battles
- Some good puzzles
- Feels rushed
- Fights too simple
- No multiplayer

5 OUT OF TEN

THE LORD OF THE RINGS
THE TWO TOWERS

Look! Two swords!

GAME BOY ADVANCE

If Vivendi's GBA Rings effort is a role-player 'lite', then EA's The Two Towers on Advance is the hack 'n' slash equivalent.

TTT isn't a bad hack and slasher given GBA's limitations, and there are some excellent ideas that keep elements of the game fresh enough to hook you for a while, like the Diablo-style random item generator and skills trees, character-specific quests and two-player multiplayer.

But it's highly repetitive, and even when you level up and choose new skills like dual wield or the ability to summon another Fellowship member for help, you can cruise through many levels by hammering wildly at your primary attack button interspersed with the occasional heal or special move. Where's the skill in that?

TTT's biggest problem is common to most games trying to transfer big movie licences onto the GBA – they generally fail miserably to live up to the standards set by the movie. And when that licence is as awesome as Jackson's LOTR, expectations are higher and perhaps therefore the disappointment all the greater, even though the game isn't actually too bad. Nice FMV clips too.

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £29.99
PUBLISHER: EA
OUT: NOW
DEVELOPER: AMAZE/GRIPTONITE
URL: WWW.EA.COM

VERDICT

Mindless fun with some nice touches but how can a humble GBA hack and slasher ever live up to the success of the Rings movies? **Pete**

GOOD VS BAD
- Loads tocollect
- Character specific elements
- Action-packed
- Very repetitive
- Not enough FMV
- Poor on plot

6 OUT OF TEN

STAR FOX ADVENTURES

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £44.99
PUBLISHER: NINTENDO
OUT: NOV. 22
DEVELOPER: RARE
URL: WWW.NINTENDO-EUROPE.COM

Possibly Rare's last official Cube release in the UK, this adventure game is very much in the Zelda mould. It's a little slow at first and the combat system is weak, but it looks beautiful and has hours of playtime. Flying sections, hover-bike rides and stomping around on the back of dinosaurs provide plenty of variety. And your main character has a cool tail!

The animation of Fox's fur is stunning

8 OUT OF TEN

DANCING STAGE PARTY EDITION

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £44.99
PUBLISHER: KONAMI
OUT: NOV 22
DEVELOPER: KONAMI
URL: WWW.KONAMI-EUROPE.COM

The most popular party game since Twister is back. The addition of new songs from S Club and Kylie is genius, as is the new Workout mode with on-screen calorie counter. The downside is that your mum will be constantly nicking your PSone. Simple and fun, but only if you fork out for the dance mat.

7 OUT OF TEN

Perrect! It's difficult at first, but plenty of fun once you get the hang of it

METAL DUNGEON

GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: TBC
PUBLISHER: XICAT INTERACTIVE
OUT: NOV. 22
DEVELOPER: PANTHER SOFTWARE
URL: WWW.XICAT.COM

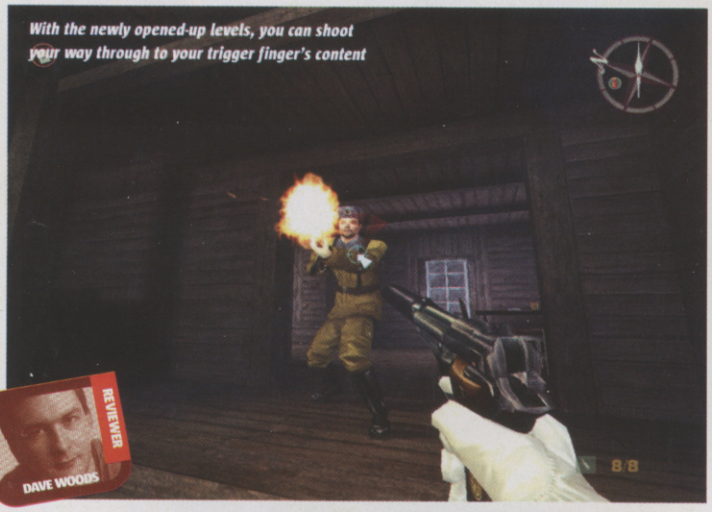
Set in the futuristic, war-torn world of Aransas, MD is a turn-based role-player that will appeal only to hardcore fans of the genre. The battles can be automatic or manual and are good fun. However, the animation is poor: cyborg characters float across the screen, and the dungeon, which you spend most of the time wandering, looks very bland.

5 OUT OF TEN

We sense a catfight may be about to kick off. Grrrrrr...

NO ONE LIVES FOREVER 2: A SPY IN H.A.R.M.'S WAY

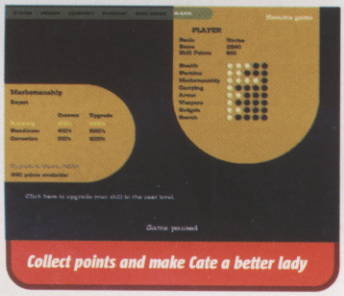
Buxom babes, guns and gadgets: just what your PC was made for



With the newly opened-up levels, you can shoot your way through to your trigger finger's content

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £34.99
PUBLISHER: VU GAMES
OUT: OCT. 18
DEVELOPER: MONOLITH
URL: HTTP://NOLF2.SIERRA.COM/

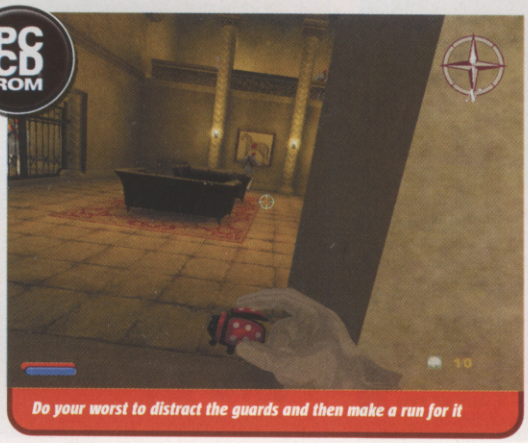


Collect points and make Cate a better lady

Let's cut to the chase: No One Lives Forever was a bit rubbish. The first-person stealth shooter tried to do loads of things a bit differently but ended up falling on its arse by being way too linear with AI apparently coded by Posh and Becks on an off day. And the sequel doesn't try anything different.

You still play agent Cate Archer and you're still trying to save the world from destruction at the hands of H.A.R.M. You're expected to shoot your way through certain bits and sneak around others, using gadgets to avoid detection and everyday objects to distract the guards. So it's rubbish as well, right? Actually, no.

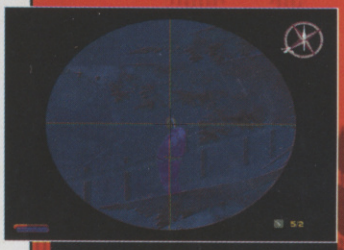
Don't **** tha police - make them laugh



Do your worst to distract the guards and then make a run for it

IT'S ALL GONE QUIET OVER THERE...

You're not going to get through the game by hitting the forward arrow key and pressing fire. In fact, if you try to go in with all guns blazing, you'll miss out on some of the funniest moments in the game.



This guard isn't expecting a fit bird on a snowmobile to turn up, but that's his look-out. Wait till he's finished and then put a bullet in his head for ungentlemanly behaviour

You can't kill civilians or policemen in the Indian mission, but luckily you've got plenty of non-lethal equipment. Just remember that ladies can slip on banana skins too

BITCHIN'

This time everything works brilliantly because all the important elements of the game have been buffed to perfection. Guards react realistically to sounds or when they trip over dead bodies that fall in their path. Levels have been opened up, so you're free to shoot or sneak your way through the missions as you see fit. Meanwhile, the humour is probably as good as you're going to get in any game ever.

ALLIED ASSAULT (MULTIPLAYER)
BETTER THAN
NO ONE LIVES FOR EVER
WORSE THAN
ALLIED ASSAULT (SINGLEPLAYER)

Add in vehicles that can be driven, bonus cooperative missions you can tackle with up to three mates and some of the best visuals you can pay money for and you've got a candidate for shooter of the year.

PC CD ROM

Games VERDICT

Guns, gadgets, jokes, fit ninja chicks and stunning graphics: factors that combine to produce one of the year's best singleplayer PC shooters. ***Dave W***

GOOD VS BAD

- Very inventive
- Stunning set pieces
- Lots of humour
- Great-looking (and we don't just mean Cate)

- Boring loading times
- Lacks a straight multiplayer option

IF YOU LIKE THIS TRY THESE...

- *Tom Clancy's Splinter Cell (Xbox)*
- *Medal Of Honor: Frontline (PS2)*

9
OUT OF TEN

RED★FACTION II™

LIBERATE YOUR PS2

9/10 PSW

9.2/10 IGN.COM

GAMESMASTER 91%

PLAY 89%

PlayStation Max - 86%

PlayStation.2

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www.redfaction2.co.uk

THQ

METROID FUSION

Truly out of this world

An eerie, synthesised, sci-fi soundtrack fills the air. As the story kicks off and the action begins, Fusion's sharp visuals and classy cutscenes immediately suck you in. Prepare to enter a world of wild monsters, wicked puzzles and addictive, side-scrolling blast 'em up action.

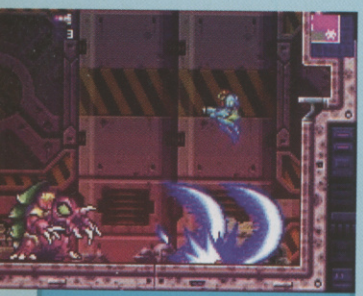
Fusion generates a magically mean and mysterious mood throughout. Your missions take you on a fantastic voyage into a sprawling maze of mad environments. And whether you're on a search-and-destroy mission or simple recon exercise, you'll lock horns with tons of awesome-looking aliens and badass boss characters every step of the way.

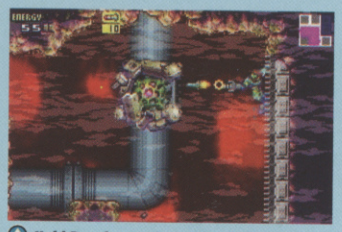
The further you progress, the more weapons and skills you acquire, the most significant being your ability to transform into a knee-high sphere called a Morph Ball. This enables you to uncover masses of exciting new areas. But you'll have to utilise your puzzle-solving talents in order to access them. It's this blend of all-out action and brainteasers that make Fusion a hugely entertaining and addictive adventure.

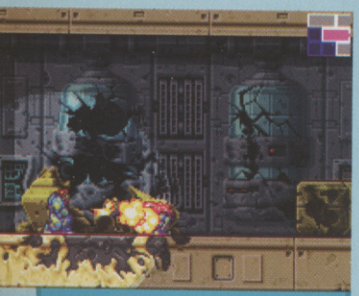
The icing on this cool little cupcake is the fact that you'll be able to link up to Metroid Prime on GC. Once you complete Fusion, you can play NES Metroid on your Cube. And on completing Metroid Prime, you can wear Samus's suit from Fusion in Prime. How's about that then!

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: NINTENDO
OUT: NOW
DEVELOPER: NINTENDO
URL: WWW.NINTENDO-EUROPE.COM

To make sure you don't get lost keep checking the map and you'll stay on track


Somersault to avoid the arcing electro blasts from this bug-like rhino boss


Hold R and press B to unleash your rockets


Your first reconnaissance mission quickly turns into a test of survival

GAMES VERDICT

Wicked science-fiction atmosphere, a thrilling dose of action and mint puzzles to play through. A true golden nugget of joy on GBA. **Mike**

GOOD VS BAD
- Hugely addictive action and puzzles
- Haunting sci-fi soundtrack
- Fantastic controls
- Not a massively original concept

9
OUT OF TEN

Your favourite characters, all present and correct, still look cool in three colours

YU-GI-OH!: DARK DUEL STORIES

In card games, size matters

GAME INFO BOX
NUMBER OF PLAYERS: 2
COST: £24.99
PUBLISHER: KONAMI
OUT: NOW
DEVELOPER: KCEJ
URL: WWW.KONAMI.COM/DARKDUELSTORIES

Beat each of the champions five times to progress. Repetitive much?

Dark Duel Stories represents the weaker arm of the two-pronged all-out Yu-Gi-Oh! assault on the Christmas market.

While it's gratifying to see there are still some signs of life in the ancient relic that is the Game Boy Color, this stripped-down version of the hotter-than-hot trading card game is just too basic to hold the attention of fans for more than a few hours at a time.

All the cards from the original trading card game are included

TINY TEARS

The elements of story have been largely jettisoned in favour of what feels like one continuous card-duelling tournament between Yugi and the other cartoon series stars. While the monsters are pictured in detail, the battlefield is so stark and the set cards so tiny that it's almost impossible to think in the strategic manner that the full-scale card game requires.

Best to save your money and wait for Yu-Gi-Oh! Dungeon Dice Monsters' official UK release on the GBA.

Winning is much too easy in comparison to the real-life game

GAMES VERDICT

Too many of the engrossing card-duelling strategy elements have been lost in the conversion – falls short of the grade. **Maura**

GOOD VS BAD
- Monsters look nice
- Link-up play with your mates
- Uses real-life card passwords
- Not enough depth
- No story

5
OUT OF TEN

YU-GI-OH!: FORBIDDEN MEMORIES

Watching two bits of cardboard duke it out is disturbingly exciting

Surrender unto the deck-fingering madness

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £19.99
PUBLISHER: KONAMI
OUT: NOW
DEVELOPER: KCEJ
URL: WWW.KONAMI.COM/FORBIDDENMEMORIES

Blond Mai Valentine is as snooty and superior as ever, the silly little moo

You know the story. First comes the trading card game with the monsters and the strange symbols. Next we had the all-action Manga cartoon, followed swiftly by pointy-haired love-toy-shaped action figures – and finally the cash-in videogame. It had to happen.

Yu-Gi-Oh! may be the latest in a long line of card-battling games to make the leap from cardboard to console but, like Pokémon before it, this game lives and dies on its own sizeable merits as a challenging puzzle game. The story runs parallel to the cartoon series, starting off in ancient Egypt where you first make the acquaintance of evil High Mage Heishin before jumping ahead to the present day, following the adventures of card duellist Yugi and his gang.

Stand back and watch your cards duel in Pokémon Stadium-style three dimensions, if you're feeling in a particularly voyeuristic frame of mind. It's quite impressive

THE JOY OF DECKS

Given the PSone's limited capabilities, the designers have made imaginative use of some beautifully illustrated storyboards and cleverly worded text to propel the plot. Campaign mode is all about travelling to different locations, meeting people and battling them to win rare cards to use in your deck of 40. You can also select Free Duel Mode to stage a rematch with previously defeated opponents in a bid to earn more cards.

Fans of the original trading card game will have no trouble picking up the duelling basics; in fact they'll probably be thrilled that they no longer have to waste brain power trying to tot up scores on scraps of paper. They'll also be intrigued by the all-new Guardian Star elements, where cards are given the dominant characteristics of ruling planets.

Visit the library to dribble over your monsters in glorious 3D

Newcomers might be daunted at first, but study the manual and get some practice with the townsfolk in Egypt and you'll soon get the hang of the strategic elements. It's not for everyone, and our score reflects this, but try it and you may be surprised.

Snap! Oh, sorry, wrong game. Go Fish! No? Still wrong?

FUSE ME, BABY

Learning the art of card Fusion is the real key to duelling success. At first you'll watch aghast as your opponent creates all manner of superior monsters and wipes your tiny critters off the board. But have patience and the tables will soon turn.

You'll find that the Spellcaster cards will usually combine successfully, so try selecting these two. It just takes practice

Your two monster cards fuse themselves into a frenzy. Ha!

Your super-monster savages your opponent's feeble critter

It's hard not to jump with joy when a killer card appears in your hand

CVG VERDICT

Beneath the action-figure pushing hype lies a highly addictive and absorbing card-battling game that's made a stylish transition to the PSone. **Maura**

GOOD VS BAD

- Cool TV series characters
- Totally addictive
- Stretches your brain
- Card battling not for everyone
- Marketing cash cow
- Initially confusing

IF YOU LIKE THIS TRY THESE...

- *Lost Kingdoms (GameCube)*
- *Dragon Ball Z: Final Bout (PSone)*

7 OUT OF TEN

DOOM II

Classic shooter reloads on GBA

GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: £29.99
PUBLISHER: ACTIVISION
OUT: NOW
DEVELOPER: TORUS GAMES
URL: WWW.ACTIVISION.COM/GAMES/DOOM2

We were well impressed when the first batch of 3D first-person shooter games arrived on GBA. The hardware wasn't supposed to be able to do it, y'see? Now that it seems there's a new FPS every month, we're not so sure that the GBA shooter bubble hasn't burst, covering us in the gloop of indifference and apathy.

SMOOTH, SWIFT, SOILED

There's no doubting this is probably the smoothest and swiftest 3D engine the GBA has seen. The trouble is the graphics are, as with any other GBA shooter, a mess of pixels and wobbly lines. And as with its brethren there's still no free targeting, and no ability to look around the levels. As a result it feels clunky and old-fashioned. It's good blasting fun, but not much of an advance over last year's Doom.

See all those pixels? They'll cuss up your eyes something rotten. Damn

Flying flaming skulls like to swarm your butt

Turn enemies into purée with the chainsaw

This guy ate our faces clean off. Charming

See loads more enemies on screen at once

GAMES VERDICT

One of GBA's better shooters, but the honeymoon period for FPS games on GBA is over now and the genre is showing its limitations. **Lee**

GOOD VS BAD
- Top conversion of classic Doom sequel
- Good multiplayer
- Pixellated visuals
- Awkward controls
- Same as last year's

7 OUT OF TEN

ROBOTECH BATTLECRY

Cel-shaded robotic ruckus

Aliens have invaded, we've stolen their technology and the biggest of all battles is about to unfold. Purists will have to forgive our brief summary of the hugely popular animé series, but we want to talk about the game.

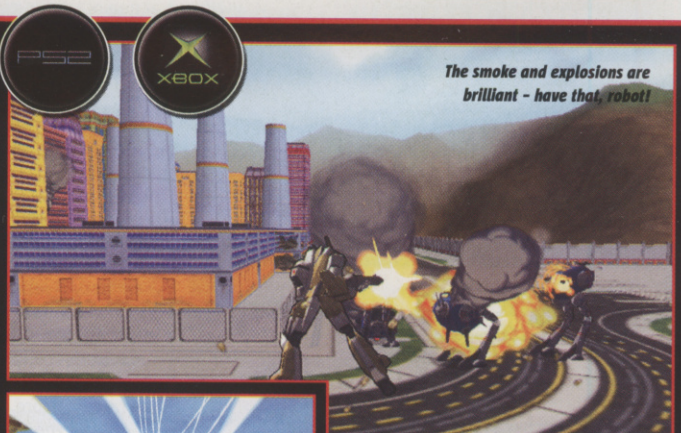
AIR TO GROUND

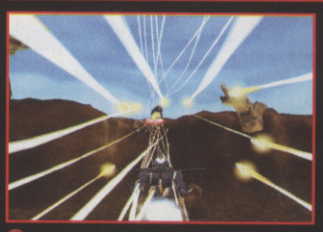
Fight in the air and on the ground in your transforming mech of doom. Flying as a jet is fast but it's a pain locking onto enemies and the aerial visuals are bland. There's more fun to be had stomping around as a robot but you'll struggle with the controls.

Missions get extremely tough later on in the game and it's a shame there's not quite enough variety between them, despite being able to robotically shape-shift.

Overall, there are certainly better mech games out there. However, this has cool style and lots of on-screen destruction, so you could do worse.

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: TDK MEDIACTIVE
OUT: NOW
DEVELOPER: HARMONY GOLD
URL: WWW.ROBOTECHGAME.COM


The smoke and explosions are brilliant – have that, robot!


The beautiful streaming missile effects never get boring. Look at them!

Keeping on the move is the best strategy but the controls can be tricky

Blast the walkers in the town square before they kill the pigeons. Probably

GAMES VERDICT

Made primarily with fans in mind, this is essential for die-hard Robotech nuts, but still worth renting for a weekend for everyone else. **Lee**

GOOD VS BAD
- Nice-looking robots
- Transforming!
- Robotech is cool
- Bland landscapes
- Unengaging gameplay too often

6 OUT OF TEN

IRON STORM

GAME INFO BOX
NUMBER OF PLAYERS: 1-16
COST: £29.99
PUBLISHER: WANADOO
OUT: NOW
DEVELOPER: 4X STUDIO
URL: WWW.STORMGAME.COM

This fictional WWI first-person blaster is similar to Medal Of Honor: Allied Assault, except you can switch to a third-person view when you need to sneak around. Although atmospheric, it doesn't ooze the class of EA's PC classic – enemies have set routines and the squad-based missions aren't as intense. And because of the fictional story, it doesn't have AA's authentic feel either.

7 OUT OF TEN

GEKIDO ADVANCE

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: ZOO DIGITAL
OUT: NOW
DEVELOPER: N.A.P.S. TEAM
URL: WWW.ZOODIGITALGROUP.COM

The story of Gekido, which revolves around the strange events in an ancient temple, drives this old school beat 'em up, but the tedious action will kill all your nostalgiac memories dead. While the graphics in this follow-up to the PSone fighter are neat, the action is always monotonous and there are annoying glitches which often mean you die as soon as you reappear on screen after getting hurt.

5 OUT OF TEN

JUSTICE LEAGUE

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: MIDWAY
OUT: NOV. 29
DEVELOPER: SAFFIRE
URL: WWW.MIDWAY.COM

We got through the opening level in under a couple of minutes and beat the first boss by simply hammering the attack button and not even moving. Oh. Admittedly the next 13 levels in this painfully bland-looking side-scrolling 'adventure' are slightly tougher. But truth is, only extremely young or skilfully inept gamers could enjoy Justice League. It's rubbish and does an injustice to gaming. Don't bother with it, even if you like the cartoon.

Is it a bird? Is it a plane? NO, it's sh*t man!

3 OUT OF TEN

The Cheatmistress presents

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Alex F's Player Man. '02
Alien Resurrection
All Star Baseball 2003
Alone in the Dark 4
Alundra 2
Amerzone
Armoured Core 2
Army Men RTS
Army Men: Land Sea Air
Army Men: Lock & Load
Atlantis
Atlantis 3: New World
Azurik: Rise of Perthia
B = 0 2
Baldur's Gate: Dark All.
Banjo Kazooie
Batman Vengeance
Black & White
Blade
Blade 2
Blood Omen 2
Bouncer
Breath of Fire
Breath of Fire 4
Broken Sword 1
Broken Sword 2
Buffy The Vampire Slayer
Bugs & Taz: Time Busters
Burnout
Burnout 2 Point of Impact
C = 0 3
C&C: Red Alert
C&C: Retaliation
C&C: Tiberian Sun
C.Bandicoot: W.of Cortex
C-12 Final Resistance
Champ. Manager 2000
Champ. Manager 2002
Chase the Express
Code Veronica X
Colin McRae Rally 3
Command & Conquer
Commandos 2
Commandos B E Lines
Conflict Zone
Conflict: Desert Storm
Crash Bandicoot
Crash Bandicoot 2
Crash Bandicoot 3
Crash Bash
Crash Team Racing
Crazy Taxi
Cricket 2002
D = 0 4
D. Nukem: Time to Kill
Dark Cloud
Dark Summit
Dave Mirra BMX 2
Dead or Alive 3
Delta Force: U. Warfare
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Die Hard Trilogy
Digimon Digi. Card Bat.
Digimon World
Digimon World 2
Digimon World 3
Dino Crisis
Dino Crisis 2
Disc World 2
Discworld Noir
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z: Final Bout
Dragonball Z: Leg. Goku
Dragonball Z: Ult. Bat.22
Draken: Ancient Gates
Driver
Driver 2
Dropship
Duke Nukem: L.of Babes
Dune
Dynasty Warriors 2
Dynasty Warriors 3
E = 0 5
Ecco the Dolphin
Eighteen Wheeler
Empire Earth
Enclave
End Game
Escape Monkey Island
Evil Dead
Extermination
F = 0 6
FA PLgue F'ball Man.'00
Fear Effect
Fear Effect: Retro Helix
FIFA 2001
FIFA 2002
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 5
Final Fantasy 6
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9
Final Fantasy Anthology
Fire Blade
Freekstyle
G = 0 7
Gangsters
Golden Sun
Goldeneye
Gran Turismo
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto
Grand Theft Auto 2
Grand Theft Auto 3
Gravity Games
GTA: London 1969
Gun Metal
H = 0 8
Half Life
Halo
Harry Potter
Headhunter
Hidden & Dangerous
Hitman 2: Silent Ass.
Hogs of War
Hunter: The Reckoning
I = 0 9
In Cold Blood
Italian Job
J = 1 0
J.Bond: Agent Under Fire
Jak & Daxter
James Bond: T.W.I.N.E.
Jedi Knight 2
K = 1 1
Kelly Slater's Pro Surfer
Kessen 2
L = 1 2
Legacy of Kain
Legaia: Duel Saga
Legends of Wrestling
LMA Manager 2001
LMA Manager 2002
Lotus Challenge
Louvre: The Final Curse
Luigi's Mansion
M = 1 3
Mafia
Mario Sunshine
Martian Gothic
Mat Hoffman's Pro BMX
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
Medal of Honor
Medal of Honor Front.
Medal of Honor Underg.
Medal of Honor: All. Ass.
Medieval: Total War
MediEvil
MediEvil 2
Men in Black
Men In Black 2 Alien Esc.
Metal Gear Solid
Metal Gear Solid 2
Midnight Club
Mike Tyson Boxing
Mission Impossible
Monkey Island (Escape)
Moto GP
Mummy Returns
MX 2002
MX Rider
MX Superfly
N = 1 4
Necronomicon
Need for Speed H.Purs.2
No-One Lives Forever
O = 1 5
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
Operation Winback
P = 1 6
Parasite Eve 2
Perfect Dark
Phantasy Star Online
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Yellow
Premier Manager 2000
Premier Manager 98
Premier Manager 99
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Project Gotham Racing
Project Zero
R = 1 8
Rainbow Six
Rallisport Challenge
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Rayman 2
Red Card Soccer 2003
Red Faction
Res. Evil: Code Veronica
Res.Evil: C. Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Robot Wars
Rogue Leader
Rogue Spear
Roller Coaster Tycoon
Rune: Viking Warlord
S = 1 9
S Palmer's Snowboarder
Scooby Doo: 100 Frights
Shadow Hearts
Shadow Man 2
Shadowman
Shenmue 2
Silent Hill
Silent Hill 2
Silent Hill 2: Rest.Dreams
Sim City 2000
Sim City 3000
Sims
Sims: Unleashed
Smackdown 2
Smackdown! 3: J. Bring It
Soldier of Fortune
Sonic Adventure 2 Battle
Soul Reaver
Soul Reaver 2
Soviet Strike
Spec Ops: Covert Ass.
Spec Ops: Stealth Pat
Spiderman
Spiderman 2
Spiderman The Movie
Spy Hunter
Spyro 2: Ripto's Rage
Spyro 3: Year of Dragon
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi P. Battles
Star Wars Jedi Starfighter
Star Wars: Jedi Knight 2
Star Wars: Phantom M.
Star Wars: Racer Revenge
Star Wars: Rogue Leader
State of Emergency
Street Hoops
Stronghold
Stuntman
Sudden Strike 2
Summoner
Super Mario Advance 2
Super Mario Sunshine
Super Smash Bros Melee
Syphon Filter
Syphon Filter 2
Syphon Filter 3
T = 2 0
Tekken 3
Tekken 4
Tekken Tag Tournament
The Italian Job
The Mummy Returns
The Simpsons: Road Rage
The Thing
The World is not Enough
Theme Hospital
Theme Park World
This is Football 2002
This is Football 2003
Thunderhawk: Op.
Tiger Woods Golf 2002
Time Splitters
Time Splitters 2
TOCA Race Driver
TOCA World Touring Cars
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tomorrow Never Dies
Tony Hawk's 2
Tony Hawk's 3
Tony Hawk's S'boarding
Top Gun: Combat Zones
Toy Story 2
Transworld Surf
Turok: Evolution
Twisted Metal Black
U = 2 1
Ult.F.Champ: Throwdown
V = 2 2
Vagrant Story
V-Rally 3
W = 2 3
Warcraft 3: R. of Chaos
Warzone 2100
Way of the Samurai
Wipeout Fusion
World is not Enough
World's S. Police Chases
Worms Armageddon
WRC: World Rally Champ
Wreckless: Yakuza Miss.
Wu Tang:Taste the Pain
WWE Wrestlemania X8
WWF Raw
WWF Smackdown 2
WWF Smackdown 3 J.B.I.
X = 2 4
X-Files
Y = 2 5
YuGiOh! Dual Monsters
Z = 2 6
Zelda
Zelda: Majora's Mask
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Zoo Tycoon
0-9 = 2 7
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24hr Customer Service: (Freephone) 0800 081 6000

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HAVEN: CALL OF THE KING

An adventure where just about anything goes

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: MIDWAY
OUT: NOW
DEVELOPER: TRAVELLERS TALES
URL: WWW.MIDWAY.COM

When Traveller's Tales set about designing its latest gem it probably had a zillion ideas – and it seems that all of these have been incorporated into Haven. It's part Zelda with bits of Mario, a dash of Tomb Raider, a pinch of Halo, topped off with Disney-like design. It's got elements of every great game from the past decade yet feels totally original!

The reason it's up there with the gaming greats is that every ten minutes you're asked to do something different, something unexpected. There you are admiring the waterfall of lava that flows majestically through a mammoth underground cavern, then, after a brief interlude of platforming peril, you're out-running the lava through a congested tunnel of pitfalls. Eek! Next you're on the back of a train, manning a huge cannon and taking out waves of attacking enemies and artillery.

There are plenty of gorgeous cutscenes to marvel at throughout the game

Just one of the stunning locations you'll visit in this game of surprises

Mario falls asleep, but when Haven is left alone he gets out his yo-yo

The token lava level makes its appearance

Here Haven borrows a page from Lara Croft's book of tricks perhaps?

MINIATURE HEROES

At the end of the train section you battle a large mechanical boss. Defeating him leads to a new dilemma: his burning carcass has endangered the cute village below. Now you must help the villagers extinguish the flames that are destroying their homes. Strapping on a jetpack you take to the skies to take up the challenge. Phew, what next?

Between the magical set pieces that litter the game, you'll have mini tasks to perform, such as locating items to make a machine work or collecting tokens. These sections provide a pleasant change of pace and allow you to get your breath back.

There's not even the respite of loading screens. Yep, Haven is so

REVIEWER ALEX HUHTALA

And for my next trick I will out-run an avalanche of huge boulders...

If in doubt, there are always some platform sections to negotiate

BOX OF DELIGHTS

It seems there's a surprise of one sort or another lurking around just about every corner in Call Of The case you don't believe us, we've assembled some of the top moments lying in store for our plucky little

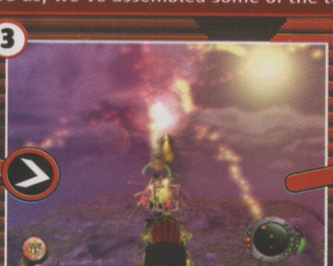
1

This helicopter-like device whisks Haven to higher sections of a level

2

Jumping won't always suffice: find the right equipment to access new areas

3



Haven climbs into a mammoth gun turret and starts blasting away

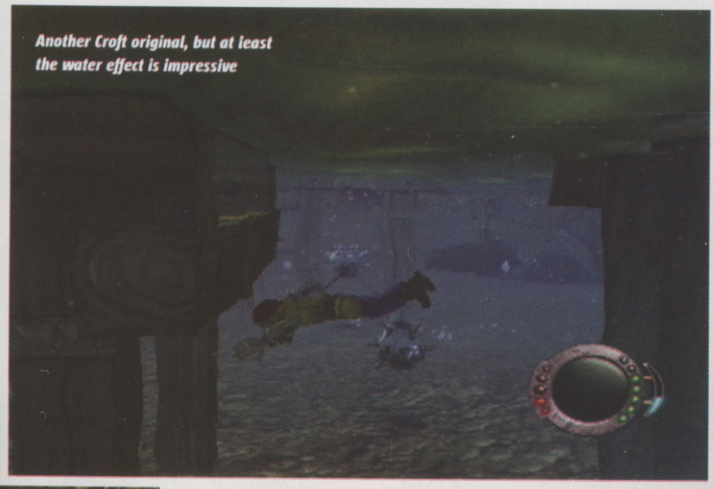
4

Strap on a jetpack and take to the skies to extinguish the flames

5

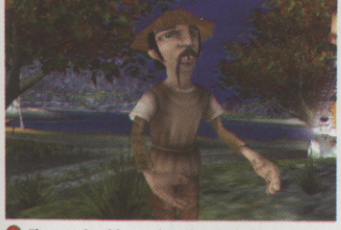
Not to be got spee

outdone, boats!


Another Croft original, but at least the water effect is impressive

Boo-hiss! It's the evil Lord Vetch

The character art is just as good as the level design. Check this fella in his marigolds


The result of intensive slug-training... just one of the many faces you'll meet

smart that it's done away with those. The abundance of cutscenes leads us to believe that there's plenty of loading going on, but it's cleverly concealed beneath the surface to give the impression that you're setting foot in one giant free-roaming game world.

QUALITY STREET

Last year we went nuts over the freedom and interaction of Halo. We've had the same feeling this summer with Super Mario Sunshine and while Haven may not stand quite so tall as these two, it has nevertheless left us with the same buzz and excitement we gained from playing them.

It may be derivative – some will even call it unoriginal – and yes, each of the separate elements has been done better elsewhere, but for a memorable adventure with plenty of surprises along the way Haven is still mighty impressive.

VERDICT

Employs a mish-mash of game styles that blend very effectively, together with gameplay that stays fresh and surprising throughout. **Alex H**

GOOD VS BAD

- Plenty of variety
- Stunning-looking locations
- You can't die
- A bit slow to start off with
- Haven's braids are truly wack!

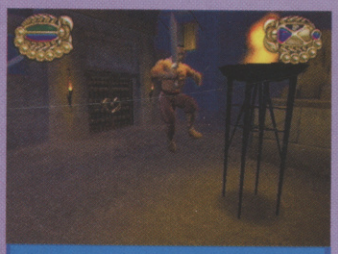
8 OUT OF TEN

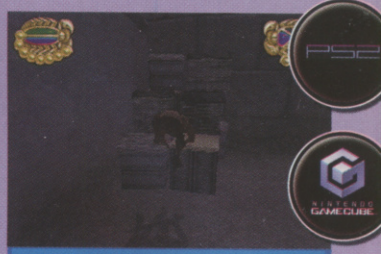
IF YOU LIKE THIS TRY THESE...

- Star Fox Adventures (GameCube)
- Blinx: The Timesweeper (Xbox)

King. And in hero.

outdone, it's even boats!


...and fouetté, and plié, and pirouette, and rest. Wonderful, daahling!


The Rock's butt cleavage – the only reason (for girls) to buy this game

THE SCORPION KING: RISE OF THE AKKADIAN

There's no **sting** in this **tale**

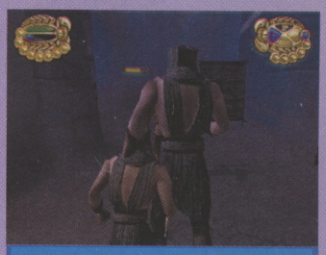
The Rock is probably the richest star in 'sports entertainment', so why would he put his name and voice to a desert-themed game that's about as much fun as having a camel's hump stuck up your butt?

The third-person action sees you controlling Mathayus (The Rock's character from the film) as he punches, kicks and slashes his way through 12 levels. But the repetitive, button-bashing combat mostly involves killing all the identikit enemies in one area, only

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: VIVENDI
OUT: NOV. 29
DEVELOPER: POINT OF VIEW INC.
URL: WWW.VIVENDI-UNIVERSAL-INTERACTIVE.CO.UK

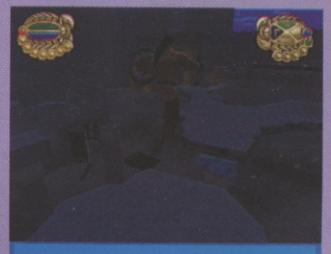
Special moves are good for hitting multiple enemies, but what's with all the pretty blue sparkles?


The 'take an enemy and make him bigger and therefore harder' trick, eh?

for a newly unlocked door to invite you to do the same in the next room. The fights are made worse still by a camera system that often obscures your view of the attackers.

On top of that, the levels have been drably textured and the animation is so poor it makes our hero look like a buffed-up ballerina when he jumps.

The words 'in' and 'cash' spring quickly to mind.


Jumping between ledges is about as much variety as you get

You can take the man out of the WWE but you can't take the WWE out of the man...

VERDICT

A repetitive, poor-looking mess of a game. If you want a desert adventure, save your money for a camel-riding trip in the Sahara. **Jimmy**

GOOD VS BAD

- The Rock's real voice
- Kill 30 enemies in five minutes
- Poor graphics
- Combat's mostly pretty boring

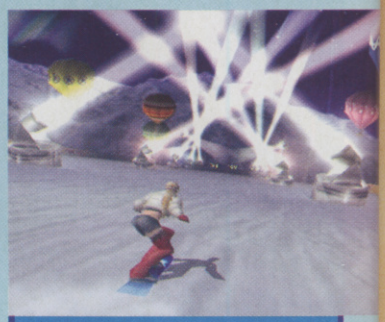
4 OUT OF TEN

ALPINE RACER 3

It's snowbound SSX with skis and boards, geddit?

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: SONY
OUT: NOW
DEVELOPER: NAMCO
URL: WWW.SCEE.NET

Tricks can only be pulled off ramps and frankly, they're pants


Hot air balloons and laser light shows lifted right out of SSX Tricky? Hmm

What works a treat in the arcades ends up with a mouth full of yellow snow on PS2. Minus the arcade cabinet's 'real' skis to use as a controller, the latest Alpine Racer will be greeted with a chilly reception by most extreme sports fans.

The drabness even extends to the bog-standard on-screen displays. Cool

The sheer rubbishness of the graphics wouldn't matter if the racing was faster

ON THE SLIDE

Choose from characters that ski, snowboard or do both and hit the plain-looking, jaggy-edged slopes. There's little sense of speed as you slide and not much satisfaction from pulling the occasional trick either.

The Extreme Winners Championship mode is the best bit of the game, but only because you can win cash and kit out your boarders with snazzy new clothes and sleeker snowboards and skis.

Overall, it's a case of third time unlucky for Namco.

CVG VERDICT

Crummy visuals and average play relegate this to the lower end of the extreme sports league. Doesn't do justice to the thrills of 'boarding. **Lee**

GOOD VS BAD
- Decent rewards in championship mode
- Er, cool clothes?
- Drab visuals
- Rubbish trick mechanics

6 OUT OF TEN

REIGN OF FIRE

Slightly stinky old dragon's breath

Enormous explosions rock the screen instead of the gameplay

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: BAM!
OUT: NOW
DEVELOPER: KUJU
URL: WWW.BAMFUN.COM/GAMES/REIGNOFFIRE/INDEX.HTML

Majestic cutscenes set the atmosphere

Dragons versus helicopters – it should have been frickin' awesome but just like the movie, the Reign Of Fire game is a bit of a wasted opportunity.

It starts well, with you on a mission to thwart the dragons' plans to turn mankind to toast. The action soon gets repetitive, though, and the missions where you need to extinguish burning crops are a bit on the dull side.

FLY, MY PRETTIES

About halfway in you get to play on the side of the dragons, almost as if the developer knew that players' interest in the human missions will wane. Swooshing around the skies is fun for a while, but never realises its full potential, remaining too brainless for most.

Lure the dragon into the electricity pylons for flame-grilled serpent. Yum

CVG VERDICT

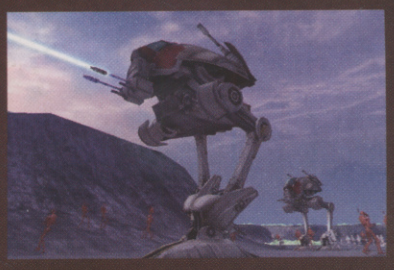
By no means awful, but a sky full of dragons fighting army vehicles in apocalyptic London should be a lot more exciting than this. **Lee**

GOOD VS BAD
- Vehicles handle well
- Tasty visuals
- Play as a dragon
- Repetitive missions
- Not fun enough
- Doesn't fulfil premise

6 OUT OF TEN

STAR WARS THE CLONE WARS

Where Episode II ends, your battle begins.



PlayStation.2

NINTENDO GAMECUBE

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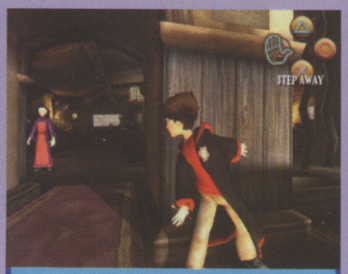
HARRY POTTER AND THE CHAMBER OF SECRETS

Take a little **potter** around J.K. **Rowling's world**



Metal Gear Potter? Sneaking around repetitive unoriginal

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: EA
OUT: NOV. 15
DEVELOPER: EUROCOM
URL: WWW.EA.COM

PS2
PC CD ROM

There's a great variety in the enemies you encounter. These spiky spider things look evil!

He's back! Another Christmas means another round of Pottermania. Public transport is overflowing with people feverishly fingering a J.K. Rowling classic, film-loving geeks are singing the praises of the latest Potter film, and gamesplayers are hoping for a third-person action adventure to match the excellence of the books.

Once you get past the high-quality cutscenes and long load times, you'll spend much of the game's daytime learning 'second year' spells and abilities. But it's at night, when Hogwarts winds down and prefects patrol the halls looking for stray pupils, that the game really starts.

YOU PUT A SPELL ON ME

At first, performing sneaky nocturnal errands for your mates is fun, but you'll soon tire of this endless succession of seemingly unrelated tasks. The battle sections, using a Zelda-style targeting system, provide a more varied challenge, although the dodgy camera often spoils the fun.

Using the X, Square and Triangle buttons, you must cast spells on tricky enemies ranging from a huge Whomping Willow to ghostly light-sensitive werewolves. There are also some dark dungeons to explore, and some slow broomstick-flying sections, but these parts don't work

PS2 GAMECUBE XBOX

Strewth! This Tiger **ain't got much bite**

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: EA GAMES
OUT: NOV.29
DEVELOPER: KROME STUDIOS
URL: WWW.EA.COM

Use fire boomers to solve puzzles and stave off the boredom

Not content with furiously milking all the major licences like Bond, Potter and FIFA, it seems EA wants a slice of the 3D cartoon hero action as well.

The best concept the biggest games publisher outside of Japan could come up with? A yellow Tasmanian Tiger with 'attitood' and even less appeal than Croc. Whoops.

EASY, TIGER

You could replace Ty with almost any other cartoon platform 'superstar' and you'd have the same roster of moves available and the same irritating facial expressions. You would also have the same sweeping sense of boredom as you trudge from area to area performing unimaginative tasks.

With Mario Sunshine proving that cartoon platform games can still be awesome, Ty feels like a throwback to the bad days of 3D platformers. Yes, it looks fairly pretty and it's very well produced, but the action is so generic, the characters so vapid and the level layouts so devoid of originality that you can't help feel a bit heartbroken at how soulless an experience it is.

We're sure real that Tasmanian Tigers would have been bigger than stag beetles (before they became extint, that is)

Run from the flame-haired warthog of death! RUN!

Escape from the blocky polygon maw of this shark

CVG VERDICT

With dated gameplay and a naff main character in Ty, you really don't need to bother with this unless you're a toddler. **Lee**

GOOD VS BAD

- Colourful levels
- Fast pace
- Funny Aussie voices
- Zero originality
- Could be Spyro or Croc or Gex...

5 OUT OF TEN

PC POTTER AT YOUR SERVICE

If you've played the PS2 version, you'll experience a sense of déjà vu when playing the PC version, but you'll wonder why so much is missing. The puzzles are simpler and thus more repetitive, the computer automatically selects the correct spell – even the graphics look nothing particularly special. This version is low-cal Harry, and we recommend it only for the *very* casual gamer. As such we'd only give it a 6 out of 10.

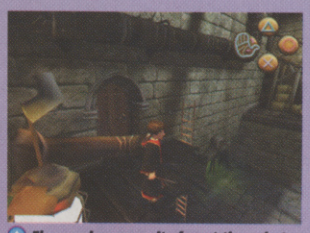
The graphics in the PC version look nowhere near as smooth as on the PS2

This game is way too easy for most PC owners – one for the kiddies, pehaps?

The stylised characters are very charming

The world of Potter is recreated wonderfully

We love Harry's cool new ruffled haircut. Very trendy, Hal!



The puzzles are quite fun at times but mostly quite simple to solve

Sit back and enjoy the view

Many elements are similar to Zelda's

together, even though it follows the book so closely.

In the end, the biggest draw of the game is the chance it gives to explore a faithfully and beautifully recreated world of Harry Potter. If you ever wanted to be the spellbinding hero and wander the impressively vast grounds of Hogwarts, this is your best chance yet.

CVG VERDICT

Like last month's The Two Towers, the fun is in the faithful recreation of a well-loved world. But, taken on its own, it's not a great game. **Jimmy**

GOOD VS BAD

- Great graphics
- Explore Hogwarts
- Some cool enemies

- Off-putting camera
- Sneaking gets boring
- Too close to the book

7 OUT OF TEN

PINK PANTHER

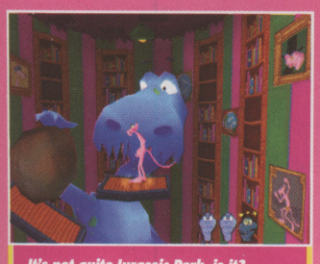
REVIEWER LEE SKITTRELL

Powerful pink platforming

If you're the type of person who likes to wear pink velour tracksuits and stroke yourself while humming the Pink Panther theme, then you're probably a big freak. You're also likely to love this new platformer.

GAME INFO BOX

NUMBER OF PLAYERS: **1**
COST: **£9.99**
PUBLISHER: **WANADOO**
OUT: **NOW**
DEVELOPER: **ETRANGE LIBELLULES**
URL: **WWW.PINKPANTHER.COM**



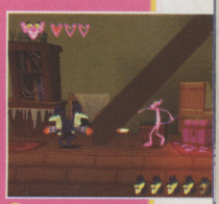
It's not quite Jurassic Park, is it?

GO ON THE PROWL

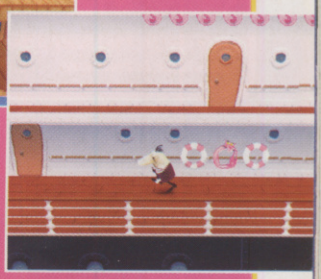
It may be a little bit kiddie, but what game on PSone isn't these days? Run around levels based on classic Panther cartoons (the building site with the fancy futuristic house is our favourite) and solve simple puzzles like stealing a workman's sandwich to give to a dog that's blocking your way.

What makes the puzzles different is that once you steal items, their owners chase you down ruthlessly to get them back.

Poor Pink, he needs the loo but there's someone in there



All those guards and no weapon!



Use the triangle button to hide in the environment – here on the boat

The on-rails skating sections are good fun and super-fast. How Christmassy!

It's a bit like playing 'tag' and is awesome, in a retro sort of way. With its nice price, this is more appealing than some PS2 platformers out there.

CVG VERDICT

True-to-the-cartoon action game featuring a cool character and quirky puzzles. It's good, recommended fun and not only for the kiddies. **Lee**

GOOD VS BAD

- Great visuals
- Loads of variety
- Bargain price

- Fairly limited
- Strict time limits for bonus rounds

7 OUT OF TEN

STAR WARS THE CLONE WARS

Space Invaders has never looked so gobsmacking

At Activision's Activate 2001 event Mr Bigwig LucasArts said there would be no more sloppy Star Wars games. No more tripe like Super Bombad Racing, Jedi Power Battles or (snigger) Yoda Stories. Then Obi-Wan came out on Xbox and it was as if Lord Vader himself had created it from the flyblown corpses of all the rubbish unsold third-person adventure games ever made.

Recently, though, the Star Wars saga has finally been getting the games it deserves and Clone Wars is another quality offering. Fly, drive and run across gorgeous levels in a game that places you in the thick of the Battle of Geonosis, seen at the end of Episode II, and then propels you into its own story beyond the skirmish.

GAME INFO BOX

NUMBER OF PLAYERS: **1-4**

COST: **£39.99**

PUBLISHER: **ACTIVISION**

OUT: **NOV. 29**

DEVELOPER: **PANDEMIC STUDIOS**

URL: WWW.LUCASARTS.COM/PRODUCTS/STARWARS THECLONEWARS

IT'S NO ROGUE

With graphics that sometimes look as if they've been lifted direct from the movie and non-stop action, there's loads to enjoy if you're after a brainless blaster. But as pretty and high-octane as Clone Wars is, it never reaches the same dizzying heights of enjoyment as Rogue Leader on Cube.

The game throws armies of droids, tanks and troopers at you right from the off and the pace never lets up.

SPLIT-SCREEN WARS

Clone Wars lets you jump into your favourite craft and pummel a buddy or two. Take on wave after wave of drones in Academy mode, fight to the death in Duel mode or don your clever cap and play the tactics-focused Conquest game. They're all okay but not great, and Conquest mode adds some much-needed strategy to the action.

1

Burn your foe into blistery-skinned submission in Duel mode

2

Play Control Zone to dominate the red area for the most points

The game's fastest section will have your eyes drying out as a result of the G-force

Helpful health refills are dotted all through the

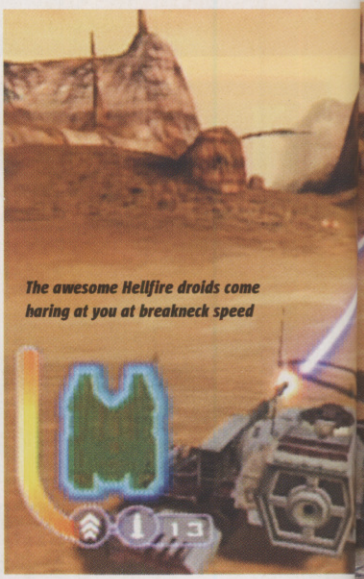
DRIVING FORCE

1

Ride the Maru - it moves just like a tank

Enemy fighter fire nearly penetrates your hull but a swift turn prevents disaster

Ride the enemy STAP to escape the wave of destructive energy chasing you



The awesome Hellfire droids come haring at you at breakneck speed

Stop admiring the view and get shooting!

levels

The beautiful particle effects mean explosions look really delicious

Swapping vehicles is great. You might be trundling along the ground one minute, then pegging it about on foot the next, before straddling a wild beast like you're a jockey at the Grand National. Whup-pah!

2

The Fighter Tank is as swift as it is strong

3

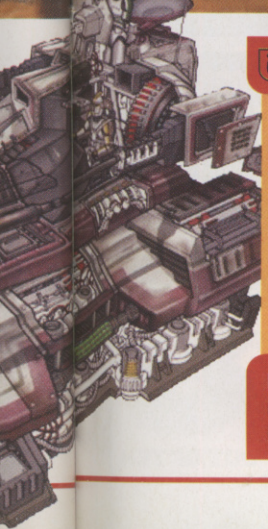
Chuck your lightsaber to shred the swarms

But while all-out blasting is fun for a bit, the pleasure diminishes when you realise you can progress through the levels with your finger jammed on the shoot button while strafing around to avoid taking too much enemy fire.

OVER-FAMILIAR

There's very little strategy to trouble your bonce in singleplayer either. And while mission objectives vary and you have the ability to hop aboard different craft, it's difficult to shake the feeling of familiarity when presented with yet another level of driving or flying forwards, blasting everything that moves.

It's gorgeous and one of the most well produced Star Wars games, but it'll probably prove a bit too shallow and repetitive for games-playing Star Wars nuts.



VERDICT

Clone Wars is certainly a great way to show off your new GameCube hardware, but not quite the white knuckle ride it perhaps should have been. **Lee**

GOOD VS BAD

- Stunning visuals
- Loads of missions and bonus missions
- Frenetic gameplay

- Repetitive play
- Not much strategy
- Isn't Episode II a bit on the whiffy side?

7
OUT OF TEN

IF YOU LIKE THIS TRY THESE...

- *Twisted Metal: Black (PS2)*
- *Battlezone (PC)*

DRAGON BALL Z: BUDOKAI

Brush up your Kamehameha

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£39.99**
PUBLISHER: **INFOGRAMES**
OUT: **NOW**
DEVELOPER: **DIMPS**
URL: **WWW.DRAGONBALL-GT.COM/UNRIVALLED/BUDOKAI**

Wrap your ornamental cloak around your shoulders and focus your mystical energy for the fight of your life. Goku and co.'s PS2 debut is a fighting game that looks and plays like the anti-Virtua Fighter 4 – replacing realism with the ability to float about in the air and unleash energy balls of death at your foe.

Teach Frieza the lesson she deserves for having such awful dress sense

MY EYES!

Dislocate your brain from what you know about other PS2 fighting games

Best watch out for Piccolo's Super Beam Attack – it's a real killer move

Like other fighters, the bigger they come, the slower they move

Bok! A round of multiple hits means super-big damage to your rival

The lizard-like demon spawn Cell causes Goku much unwanted grief

Aerial fighting is never as precise as in the Psychic Force games, but still cool

and you're likely to enjoy the high-paced, lo-fi mêlée battles.

You can customise your fighters' skills with items that you win playing the bonkers Story mode. The fighting styles are so damn crazy that you'll want to keep coming back long after you've finished the main games. It's mad but good and definitely the best Dragon Ball Z game yet.

VERDICT

Quirky and cool in its own way and the best in the series but clearly not a rival for Virtua Fighter 4's mighty fighting crown. **Lee**

GOOD VS BAD

- Great presentation
- DB Z heroes
- Fast, simple fighting

- Lack of depth
- A 2D fighter
- Average graphics

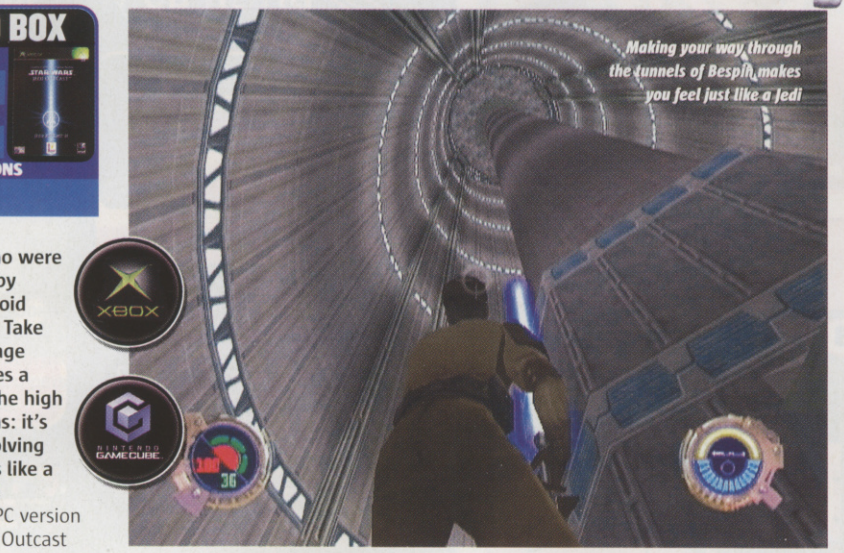
7
OUT OF TEN

JEDI KNIGHT II: JEDI OUTCAST

A game that's at one with the universe. Aaah

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: ACTIVISION
OUT: NOV. 12
DEVELOPER: VICARIOUS VISIONS
URL: WWW.CAPCOM-EUROPE.COM


Making your way through the tunnels of Bespin makes you feel just like a Jedi

You Star Wars fans who were less than enthralled by George Lucas's latest celluloid offerings can breathe easy. Take your lightsaber out of storage because Jedi Knight II makes a valiant attempt to satisfy the high standards of Star Wars films: it's well scripted, features involving characters – and even feels like a film from the series. Spast!

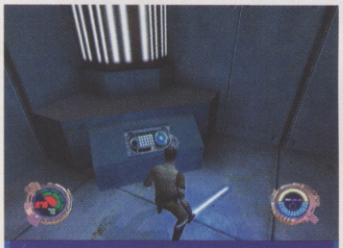
Almost identical to the PC version released earlier in the year, Outcast drops you into the Star Wars universe under the guise of Kyle Katarn, an ex-Jedi who has denounced the Force and become a mercenary. The first two missions provide standard first-person shooter fare, with you roaming corridors, pressing switches and taking out as many stormtroopers as possible with your blaster.

However, a plot twist sees our hero regain his powers and his lightsaber in pursuit of revenge. Once this happens, the levels open up and you'll find yourself leaping between skyscrapers and narrow ledges. But to feel like a true Jedi, you need to switch to third-person by whipping out your buzzing wand of brightness: experience the joy as you slice off the throwing arm of a bomb-hurling Rodian!

I HAVE THE POWER

The gaining of Force powers, activated by pressing down the left analog stick, also leads to some tricky puzzles you have to solve. Using your mind to push buttons and slow down your surroundings is great fun, although like on PC the icon that alerts you to the presence of interactive objects is so faint that you'll occasionally miss it. The result is much frustrating grid-searching of some levels to find a way forward.

The other downside is that the multiplayer mode doesn't live up to the class of the singleplayer missions. The levels look suitably 'Wars', but most are too big for the maximum four human players, even with bots.

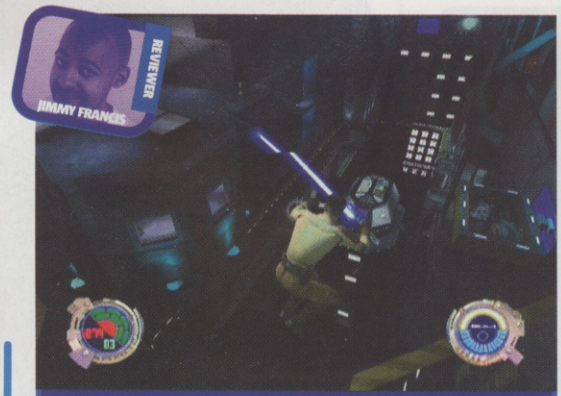

Buttons and switches play an important part throughout the game

You'll spend most of the time wandering aimlessly, then suddenly storm towards an enemy, only to die in a frenzy of lightsaber hacking.

Despite these little glitches, Jedi Outcast immerses the player so convincingly in the Star Wars universe, you'll be trying to control your Xbox with the power of your mind. When that fails (unfortunately it will), grab your pad and lose yourself for a few more hours in this wicked game.

These nodes recharge your shields and ammunition – another nice touch

Protect Lando while he's starting up the Lady Luck, as he's a bit of a wuss

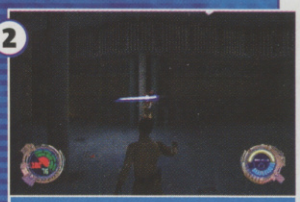


The Streets Of Nar Shaddaa is a brilliant, open environment that looks just like it could be a setting from one of the films

FEEL THE FORCE

Once Kyle sees the light and turns back to the Force, the game changes significantly. Not only do you have the option to switch to third-person by whipping out the lightsaber, but you have all-new powers. Cool as a force-nine gale on Hoth.

You can push and pull boxes to reveal whole new areas


All he'll see before he dies is that pretty blue glow. How nice

Use your lightsaber in the traditional way. Hack! Hack! Hack!

Mind tricks stun enemies so that you can slash away to oblivion

VERDICT

There's little difference between this and the PC version, but that doesn't mean it can't still be one of the best Star Wars games of recent years. **Jimmy**

GOOD VS BAD

- Recreates the universe brilliantly
- Great 'Wars' music
- Be a real live Jedi!
- Poor multiplayer
- Occasional grid-searching
- Dodgy AI in places

IF YOU LIKE THIS TRY THESE...

- Halo (Xbox)
- Rogue Leader (GC)

8
OUT OF TEN

ALL-NEW FOR THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM AND NINTENDO GAMECUBE™

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FIRST, YOU MUST FOCUS.

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GAME BOY ADVANCE

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MECHASSAULT™

Simple, well-oiled **mech mania**

GAME INFO BOX

NUMBER OF PLAYERS: 1-8 (ONLINE)
COST: **£39.99**
PUBLISHER: **MICROSOFT**
OUT: **NOW**
DEVELOPER: **DAY 1 STUDIOS**
URL: WWW.XBOX.COM/MECHASSAULT

Since receiving Steel Battalion in the office, the mere mention of the word 'mech' sends team CVG gaga with excitement. So the arrival of MechAssault on Xbox was met with open robotic arms.

You'd expect huge, lolloping, metallic monsters to plod around with all the agility of an arthritic elephant. However, the giant droids in MechAssault are so nimble on their feet, they could be mistaken for enormous shiny ballerinas.

That's not to say they're not 'ard. These giant upgradeable war machines are equipped with killer arsenals. Sprinting and jetpack-jumping all over the gaff, there's rarely a moment that you're not collapsing buildings with missiles, riddling infantry troops with bullets, and firing plasma charges tanks, turrets and other mechs.

You need to click and hold the left analog stick to trigger your jetpack

Use your jetpack to hover up onto a building for a perfect vantage point

Strafe to dodge incoming enemy rockets, and then return the hostile gesture

DEMOLITION FAN

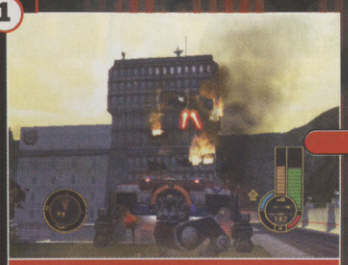
The screen is almost always alive with blazing battles, and the satisfaction of levelling a city is fantastic. But it can feel a tad one-dimensional. The game's tough, and you'll need a lot of skill to blaze through a mission, but the lack of any real tactics may leave you a little cold. However, the inclusion of eight-player Xbox Live action could make up for this, once it becomes active on 14 March 2003.

Visually, MechAssault doesn't possess nearly the same level of originality or stylistic flair as Steel Battalion. And if you're looking for an in-depth battle adventure, forget it. This is simple, hard-hitting, arcade fun, for anyone with unhealthily destructive tendencies. CVG

BRING THE HOUSE DOWN

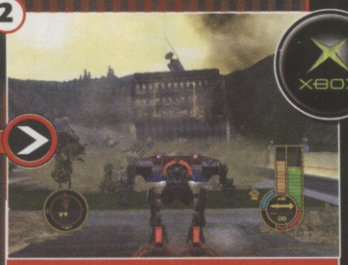
Almost anything in Mech Assault can be reduced to a pile of dust if you blast it with enough firepower. And we dare say you'll have a good go.

1



Wrecking ball, shmecking ball. Every construction site should have a mech

2



Hammer the building with a barrage of well-placed shots, then watch it crumble

Let's tango! You and a buddy exchange fire in one of the split-screen multiplayer modes

Some little bugger zaps you

VERDICT

Microsoft's robotic blaster is insanely quick and chaotic, providing a satisfying hit of totally brainless carnage for those with the inclination. **Mike** CVG

GOOD VS BAD

- Mega-quick action
- Flatten cities fast!
- Play online in March
- Pretty dull mission objectives
- Looks quite ordinary

8
OUT OF TEN

CHAMPIONSHIP MANAGER 2002/2003

GAME INFO BOX

NUMBER OF PLAYERS: **1**
COST: **£44.99**
PUBLISHER: **EIDOS**
OUT: **NOV. 22**
DEVELOPER: **SPORTS INTERACTIVE**
URL: WWW.EIDOS.COM

It's a footie stats fan's dream

What can we say? The world's best football management makes its exclusive debut on Xbox. It may mostly be a barrage of text, but it has the depth we've come to expect, along with all the latest info. There are 100,000 players, real-life transfer windows and an excellent user interface. A must for any footie fanatic. CVG

8
OUT OF TEN

VIRTUA TENNIS 2

GAME INFO BOX

NUMBER OF PLAYERS: **1-4**
COST: **£39.99**
PUBLISHER: **ACCLAIM**
OUT: **NOV. 29**
DEVELOPER: **SEGA**
URL: WWW.SEGA.COM

The game regarded by many as the ultimate tennis sim has come to the PS2.

The 'Worst Outfit In Tennis' competition

There are loads of licensed tennis stars to try out and it still plays a mean game. But apart from the odd gameplay tweak, not much has changed since the Dreamcast version, so the graphics look about as blocky as Lego. PS2 owners have the right to feel rather miffed. CVG

7
OUT OF TEN

MEDAL OF HONOR ALLIED ASSAULT™ SPEARHEAD

Not for the **Silver Star** medal

Add-on packs rarely make radical departures from the original, particularly when it's an award-winner like Allied Assault and in this respect there are few surprises here.

However, tweaks and improvements are spattered all over. Character models are more detailed, enemy squad tactics seem less predictable, levels are larger and less corralled, sound effects are put to better use, you can now scythe down trees... the list goes on.

SERGEANT MAJOR DOWNER

AA's chaotic battle action returns as you fight alongside squads of British, American and Russian troops while completing Top Secret missions during the final bitter struggles of WWII. There're also more great little scripted surprises and touches like dastardly Nazis mutilating paratroops' corpses for sport. And, consequently, more kill-F5-kill-F5-Quicksave action.

The major downside is that we finished half the one-player in half an evening, which might explain the new Realism mode, but EA has made some hefty improvements to multiplayer that'll make it last a lot longer. From deployable HMGs, a cool new Tug-Of-War mode and Wolfenstein-style respawning delays to an enhanced player voting system, it's pretty much all good.

DÉJÀ FLEW

Just as Allied Assault owes something to Saving Private Ryan for the award-

GAME INFO BOX

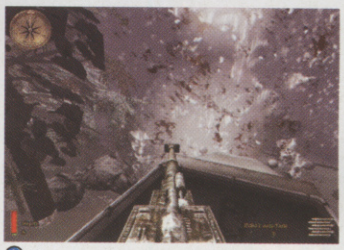
NUMBER OF PLAYERS: 1-32
COST: £19.99
PUBLISHER: EA
OUT: DEC. 6
DEVELOPER: EA LA
URL: WWW.EA.COM/EAGAMES

Bosh! Taste the new Alt-Fire rifle butt, Nazi

SMOKIN'!

Some welcome additions make intelligent use of cover even more important in Spearhead singleplayer. The new smoke grenades are essential for blinding enemies before assaulting heavily defended positions, and the ability to lean out from behind walls and trees while keeping your body hidden is a real-lifesaver. Why was this originally only in multiplayer?

As before, keeping your squad alive makes missions easier, like in these woods



More on-rails, mounted vehicle action!

This ain't no time for a tea break, Tommy

AUTO MODELLISTA

A slightly alternative **gaming delight** for the aspiring **petrol-head**

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: CAPCOM
OUT: NOV. 29
DEVELOPER: CAPCOM
URL: WWW.CAPCOM-EUROPE.COM

Until now, Cel Damage and Wacky Races have been the two finest examples of cel-shaded racers. Hmm. It comes as little surprise, then, that Auto Modellista has managed to outclass them both with its slick Manga-style visuals. However, on closer inspection, its seemingly spotless chassis boasts a few little scratches.

LIKE ICE CREAM AND GRAVY

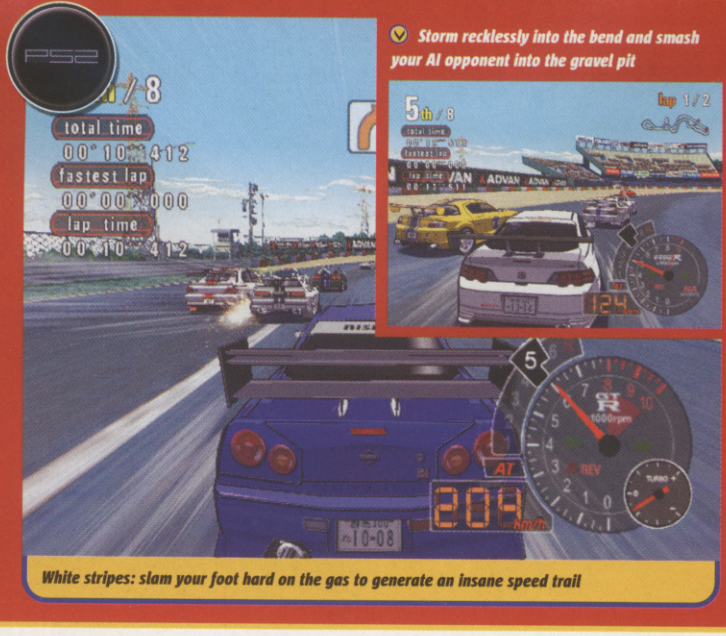
As you tear through the stormy streets of Tokyo, white stripes of light erupt from all sides of your car, generating a wicked sensation of speed. Great, but when you cut round a bend or smash into a barrier, the effects are shamefully undramatic, and not in keeping with the overall visual style of the game.

You'd expect mad explosions, bodywork to buckle and twist, and car parts to fly. But this is what's odd about Auto Modellista. The handling is surprisingly reserved, and the game plays much more like a sim than the ballsy arcade racer it appears to be. Even the Arcade mode doesn't feel very arcadey.

GET STUCK UNDER AND OVER THE BONNET

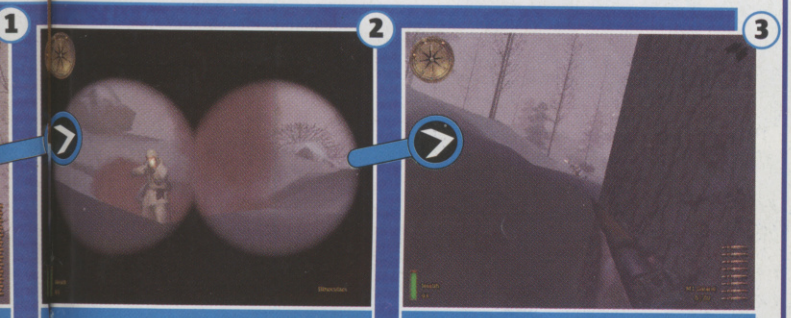
Once you come to terms with the fact that Auto Modellista isn't an arcade rock 'n' roller and more of a serious racer, you start to enjoy what it's actually all about.

The career mode is where it's at. Here you can massively customise



White stripes: slam your foot hard on the gas to generate an insane speed trail

Storm recklessly into the bend and smash your AI opponent into the gravel pit



Lay down the smoke before going in and storming the enemy trenches

And then it's a question of using the lean move to make the most of cover

Use the 88mm to take down that Tiger, or it's curtains for this British para

Cool multiplayer additions: deployable heavy machine guns and 88mm cannons!

winning Omaha Beach level, Spearhead owes more than a nod to class BBC2 mini-series Band Of Brothers – starting with Spearhead's opening cutscene imitating the terrifying in-plane footage of BoB.

But Spearhead also suffers a little in the same way as BoB did – they're both gritty and atmospheric, but you know you've been here before fairly recently with Allied Assault and Saving Private Ryan respectively.

CVG VERDICT

Even if you didn't vote to make the original the Golden Joysticks PC Game Of The Year but still enjoyed it, then Spearhead is £20 well spent. **Pete**

GOOD VS BAD

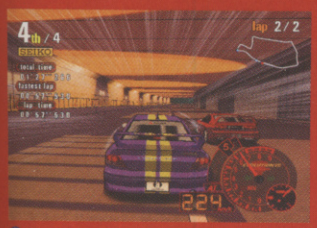
- Great looks and AI
- Superior multiplayer
- Only £20
- One-player too short
- Could have been much more

8 OUT OF TEN

"Ooo, check out that tail." Every boy racer's four-wheeled wet dream

Tweak and personalise your motor to perfection, then proudly take it for a spin

The sim-like handling means you'll have to brake well in advance of any tight bends



Staple your foot onto the floor and rack up some mentally high speeds

your cars, both in their appearance and performance, like a true boy racer. Even decorate your garage, with items that you unlock from competing in the career competitions.

Although the standard race action doesn't feel particularly fresh, it's still solid and good-looking enough to keep most race fans glued to the track. It's just a shame the career mode is quite short, and that the PAL version doesn't have an online multiplayer option.

CVG VERDICT

The mix of cel-shaded visuals and sim-like play is odd. But with swish styling, cool customisation and fun action, it's a promising alternative. **Mike**

GOOD VS BAD

- Classy visuals
- Fully customise your cars
- The cars can't be damaged
- Career mode's easy

7 OUT OF TEN

OUTLAW GOLF

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £29.99
PUBLISHER: TDK MEDIACTIVE
OUT: NOV. 29
DEVELOPER: HYPNOTIX
URL: WWW.TDK-MEDIACTIVE.COM

Outlaw Golf is a kerrrazy game that actually manages to pull off its wacky sense of humour – but it ultimately lacks challenge.

Using the right analog stick to swing the club works effectively, and the graphics are nice enough, but there are only three limited courses, all of which are far too easy. Stick to EA's Tiger Woods Golf.

The game contains some real wise-cracking, quirky characters

6 OUT OF TEN

STREET FIGHTER 3 ALPHA

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £29.99
PUBLISHER: UBI SOFT
OUT: NOV. 29
DEVELOPER: CRAWFISH INTERACTIVE
URL: WWW.UBISOFT.CO.UK

The ultimate 2D fighting game has come to GBA, and it knocks the stuffing out of the competition. With 33 fighters and Versus, World Tour and Survival modes all crammed in, it's just like the PSone version. The graphics are smooth and the combat furious. Just try not to drop your GBA in the fray.

The graphics made us drool

9 OUT OF TEN

VIRTUA COP ELITE EDITION

The first two instalments of Sega's lightgun game are back with a vengeance. Blast your way through shipping yards, underground storage areas and gang headquarters. The enemies and guns haven't changed, so it's basically the same action as before, albeit with slightly better graphics.

Probably only worth splashing your cash on if you missed it the first time around.

GAME INFO BOX

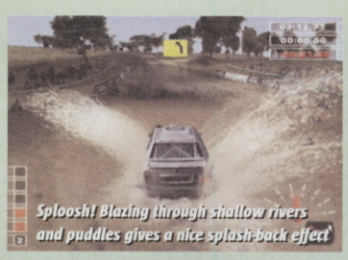
NUMBER OF PLAYERS: 1-2
COST: £29.99
PUBLISHER: ACCLAIM
OUT: NOV. 22
DEVELOPER: SEGA
URL: WWW.SEGA-EUROPE.COM

Create beautiful patterns in window panes with your bullets. How artistic

7 OUT OF TEN

WRC II EXTREME

What's that you say? Extreme?


Sploosh! Blazing through shallow rivers and puddles gives a nice splash-back effect

GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: SONY
OUT: NOV. 29
DEVELOPER: EVOLUTION STUDIOS
URL: WWW.WRC.COM/EN_GB/FUN/PLAYSTATION/PLAYSTATION.HTM

Hitting even the tiniest rock or object can cause your car to flip wildly out of control

Want air conditioning? Smash out all the windows by driving off a cliff, then wait to be respawned on the track. Simple

CVG hired a group of pro skaters, base jumpers and lion tamers in an effort to establish what it is that's 'extreme' about this sequel. And their conclusion... nothing!

That's not to say that WRC II Extreme isn't super-fast, lovely-looking, and rammed with mint cars and mile upon mile of stunning, real-life tracks. It is. Just don't be misled by the word 'extreme' in the title, because there are no crazy shenanigans in this follow-up. Pah!

ON THE STRAIT AND NARROW

Like the Colin McRae series, WRC IIE is a strait-laced rally sim. Even though there are plenty of game modes, almost all of the action is time-based, with a single car on track at any one time. Even in the multiplayer you can only race your buddy's ghost car.

This is its main weakness. It's too conventional. Some inventive features and original challenges would have made this enjoyable racer a much more memorable rally experience.

You have to be an expert to use the in-car view once your vehicle's this wrecked

CVG VERDICT

Solid, dirt-churning action with great-looking motors. But its straightforward nature means it falls some way short of spectacular. **Mike**

GOOD VS BAD
- Feels brilliantly fast
- Highly detailed
- Tons of stages
- Uninspired modes
- Can't race other cars side by side

7 OUT OF TEN

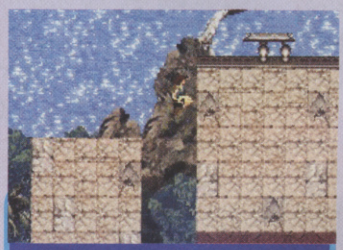
TOMB RAIDER: THE PROPHECY

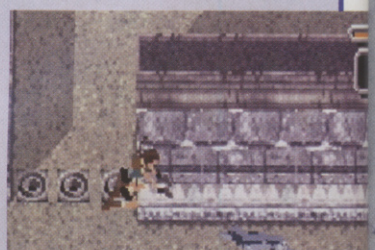
Ms Croft is flexing her muscles and kicking miniature butt

Everything that made Lara such a legend on PSone has been distilled onto GBA.

On handheld you get all the best bits of the five PlayStation Tomb Raider games, like exploring ancient ruins and traps, without the rubbish swimming bits and combat-heavy action that made us all want to deliberately drop Lara from tall cliffs to see how well she bounced.

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £24.99
PUBLISHER: UBI SOFT
OUT: NOW
DEVELOPER: UBI SOFT
URL: WWW.TOMBRAIDERCHRONICLES.COM/GBA/


Backgrounds are flat but Lara runs side on - a bit of a weird feature


Jump while targeting and Lara will back-somersault

Shimmy across the frozen ledges to collect some medikit rewards. Brrrr

VIEW ASKEW

The action is viewed from a slightly odd side-on view that can make spotting ledges and judging depth a problem on the murkier levels. Combat, on the other hand, is brilliant. Whip out your twin pistols and Lara auto-targets anything hostile on screen, locking on as you move and jump around your foe.

As a sort of cross between platform game and puzzler, Tomb Raider works well on GBA, despite a few too many instant deaths and the conspicuous lack of restart points. And after all, with next-gen Lara still AWOL this will be the only sniff of Ms Croft you get this year.

CVG VERDICT

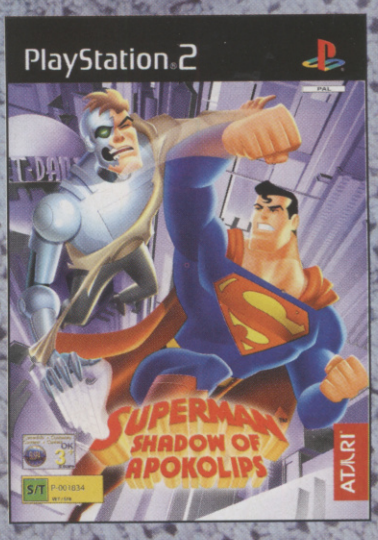
Lara's looking as lovely as ever on handheld in this adventure that stays faithful to the fêted series. And it plays as nice as it looks! **Lee**

GOOD VS BAD
- Lara's well animated
- Lots of action
- Brilliant sound
- Puzzles fairly simple
- Instant death hell
- Odd viewpoint

7 OUT OF TEN

WARNING: WHEN THE GAME TURNS OFF, SO DO YOUR POWERS.

You cannot fly. You are not *stronger than a locomotive* or *faster than a speeding bullet*. You have no business attempting to use superpowers outside the realm of *Superman: Shadow of Apokolips*. Any attempt to do so will undoubtedly result in broken legs, arms, fingers and toes, sprained ankles, bruised ribs and egos, loss of limbs, pride, and ultimately-life. Just remember sport, when the game turns off, so do your powers.



PlayStation 2

ATARI

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(s02)

DIE HARD VENDETTA

The unluckiest cop in the world is back

The game features some cracking weapons, like these devastating mines

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: VIVENDI
OUT: NOV. 29
DEVELOPER: BITS STUDIOS
URL: WWW.DIEHARDVENDETTA.COM

Each person you meet wants to chat. This babe will even ask you out on a date

Most characters go about their own business despite what you're doing

Blood, bullets, brutality, bad language, broken necks, back-stabbing and lots of other barbaric things beginning with 'b'. And you thought Cube was a kids' console...

Die Hard: Vendetta is a first-person shooter set 15 years after the original movie. Although John McClane is still upholding the law in Los Angeles, the wise-cracking New York cop has decided to take things easy and keep an eye on his daughter Lucy, a rookie recruit in the LAPD.

His plans for a quieter life are foiled when terrorists take Lucy hostage and McClane is thrust into a brand new adventure. Twelve levels, ten locations and countless killings await him as he tries to nail the bad guys.

Several weapons have sniper sights, ideal for separating the villains from their hostages

JUST LIKE THE MOVIES

For Cube owners starved of quality blasters, Vendetta injects the genre with a little Hollywood pizzazz.

Unlike many movie tie-ins, Vendetta is true to its gritty source material. As well as moody locations that mirror key scenes from the films – underpasses packed with tramps, claustrophobic subway tunnels and the obligatory ventilation shafts – the dialogue's genuinely entertaining and the characters colourful.

In role-player fashion, McClane often has to speak to characters several times before he gets the information he needs, and interrogating random people generally leads to bizarre conversations which help to punctuate the intense blasting action.

The action slows down to show the villain's demise using the Dynamic Cinema Camera

Like in the Die Hard movies, the game's explicit language is enough to make your hair curl and may prevent many younger gamers from getting their hands on the adventure. But after you've got over the shock of hearing the 'f' word on a Nintendo console, the profanities help make Vendetta feel like a convincing part of the Die Hard mythology. (Try quoting that to your mum.)

TIMESPLITTERS 2
BETTER THAN DIE HARD VENDETTA WORSE THAN
DIE HARD TRILOGY 2

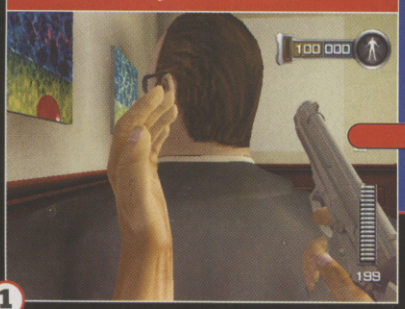
EASY PEASY

Below its shiny movie veneer, however, there's little to separate Vendetta from the GameCube's other blasters. Although it features more puzzles than its contemporaries, many of Vendetta's brain-teasers will have you running around the same

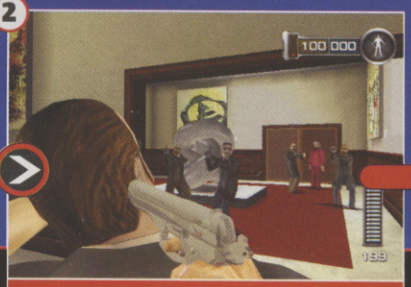
A CAPTIVE AUDIENCE

By far the most innovative feature in Die Hard: Vendetta is the option it gives take hostages and use them as collateral when negotiating for the release innocent bystanders and fellow coppers. Make sure you employ good tactics,

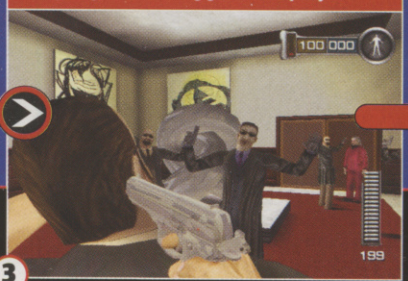
1 First sneak up on your quarry from behind. Remain in Stealth mode and you won't be noticed



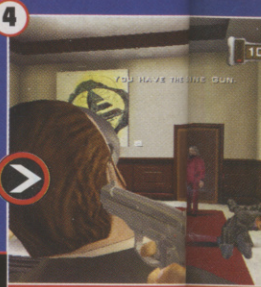
2 When you're close enough, hit the grab button and McClane will hold his gun to the villain's head



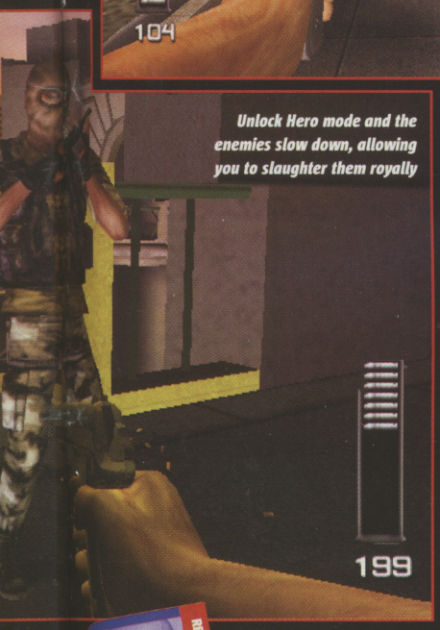
3 Make sure you take the leader. If you capture a lowly thug, the remaining goons will open fire



4 Eventually the villains a... arrested... can still shoot them onc... they're...



Downtown LA is recreated convincingly with famous locations such as Hollywood Boulevard



Unlock Hero mode and the enemies slow down, allowing you to slaughter them royally

locations for ages, on the look-out for switches or items that are just too small to spot as you dodge bullets.

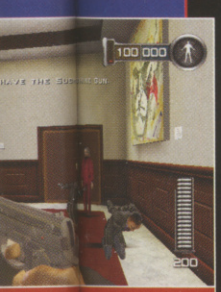
The levels are beautifully presented and create a convincing picture of downtown LA, but there aren't enough random elements to offer a genuine challenge. Simply blunder your way through each level, memorising the location of each assassin, and you'll be confronting the big boss before you can say "Yippie-Kye-Ay".

Vendetta also features an auto-jump and automatic targeting to help players get to grips with the myriad moves, but these features mean that little skill is required to cross a room crawling with snipers. Both these functions can be turned off at any time, but the temptation to use them to crack challenging sections of the quest will be too much for most gamers to resist.

Although Die Hard: Vendetta is one of GameCube's best blasters, it doesn't set the standard for gun totin' on Nintendo's box of delights. For our money, Metroid Prime is the one worth holding fire for.

In Stealth mode McClane can sneak up on enemies, but it's slower than Action mode

gives you to
se of both
ctics, though.



illains are arrested, but you
hem once they're cuffed

VERDICT

It's not the killer first-person shooter we've been waiting for, but still a fun and involving blaster that remains true to its gritty movie licence. **Dave McC**

GOOD VS BAD

- Entertaining dialogue
- Beautifully presented
- Faithful to the Die Hard movies

- No multiplayer
- Some puzzles are too obscure
- A little too easy

7
OUT OF TEN

IF YOU LIKE THIS TRY THESE...

- *TimeSplitters 2 (PS2)*
- *Metal Gear Solid 2 (PS2)*

DROME RACERS

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: LEGO/EA
OUT: NOV. 29
DEVELOPER: ATTENTION TO DETAIL
URL: WWW.LEGO.COM/SOFTWARE

Lego brings out a futuristic racing game on PS2 in an attempt to rival the Wipeout series, but unfortunately it just doesn't really work.

The vehicles handle well enough, but the tracks are bare and the races unexciting. Games like this rely heavily on the graphics, but Drome Racers' gaming world is as bland as a beige carpet.

Wipeout has no need to worry

6
OUT OF TEN

PHANTOM CRASH

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: PHANTAGRAM
OUT: NOV. 22
DEVELOPER: GENKI
URL: WWW.PHANTAGRAMINTERACTIVE.COM

Despite appearances, this isn't 'just another 3D shoot 'em up' – Phantom Crash has depth. Build and modify your own creation, but there's no such thing as the ultimate robot: buy too much gear and your 'bot will end up heavy and inefficient. The manic action can be confusing, though.

XBOX

The multiplayer mode is as smooth as a new-born baby's polished butt

7
OUT OF TEN

SMUGGLER'S RUN

The cross-border driving game is converted to the handheld, and in the process loses much of its fun.

On the PlayStation 2 it was enjoyable to bounce over sand dunes in your buggy. But with the limited power behind the GBA, it doesn't feel quite the same and the simple point-to-point driving quickly becomes boring. Disappointing.

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: ZOO DIGITAL
OUT: NOW
DEVELOPER: REBELLION
URL: WWW.ZOODIGITALGROUP.COM

The landscapes look pretty enough on GBA but the action's a bit dull

5
OUT OF TEN

TIGER WOODS PGA TOUR 2003

He's king of the swingers!

GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: EA SPORTS
OUT: NOW
DEVELOPER: EA SPORTS
URL: WWW.EA.COM/EASPORTS/PLATFORMS/GAMES/TIGERWOODS2003/HOME.JSP

Get one of these and you'll be strutting your stuff as lord of the fairway, like us

You can customise your own courses with real holes from around the world

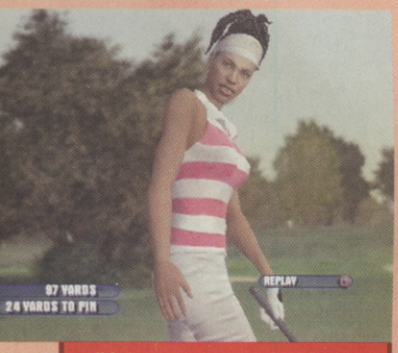
Where Ace Golf goes for accurate golfing physics drizzled with extra-saucy insanity syrup, Tiger Woods 2003 is a far more sensible fairway experience.

It's got photo-realistic golfers and courses from around the world and the levels of control over your swing are much improved from last year's game. This complexity is supposed to help you drive like a pro and the depth of play makes Tiger 2003 one of the most comprehensive console golfing games ever made.

HOLE OWNER

It's not all squinting into the sun with a furrowed brow, calculating your swing, though. Tiger Woods 2003 has got loads of fun modes to play as well. There are light-hearted multiplayer games with target-practice-style challenges, as well as 'capture the flag'-style games where you swing for supremacy of your rivals' hole.

If you own last year's edition, you can transfer all of your old course data and customised golfers into this new game. A big improvement over 2002's already brilliant golfing action.



Felicia 'Downtown' Brown misses her birdie and throws a wobbly

Some of the most accurate facial expressions ever, but oh so scary

Hit the bull's-eyes to lock the target as your own and keep it from your rival

VERDICT

Fully comprehensive yet totally enjoyable golfing sim with some great multiplayer action to boot. Swing your way to gaming glory! **Lee**

GOOD VS BAD
- Precision of control
- Many play modes
- Use 2002's data
- Quite serious
- Realistic visuals sometimes look plain

8 OUT OF TEN

ACE GOLF

Tiger Woods on laughing gas

GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: EIDOS
OUT: NOW
DEVELOPER: TELENET
URL: WWW.EIDOSINTERACTIVE.CO.UK/GAMES/EMBED.HTML?GMID=343

You wouldn't get Tiger Woods wearing snazzy threads like these, would you?

You think you know crazy golf? Go back to the drawing board. If you reckon that meekly putting a ball through some balsa wood windmill blades on the seafront is the height of golfing insanity then you're in no way ready for Ace Golf. This game has flaming power shots, the terrifyingly named set of 'Death Clubs' to play with and bonkers talismans to help power up your hero to Woods-whupping levels of golfing prowess. Whew!

CLUB FOOT

There are plenty of laughs to be had, too. (Yes, golf *can* be funny, apparently.) The dozen-plus characters, which are all unlocked as you play, all have their own quirks and the caddies you can choose

Rough-riding, bunker-busting action on the desert course

Multiple dimpled balls of justice! Special balls become available the more tournaments you win

FAIRWAY FAIR PLAY

Once you gain a little nous and start placing higher up on the leader board you can earn some suitably ace rewards. The different items are best used to counter individual golfers' weaknesses. Use the Pro Clubs to sort out your hero's control issues and the Power Glove to correct a weak swing and create the ultimate golfing superstar to put the mighty Tiger in the rough.

1

You unlock better caddies the more you play, like this bonkers robotic dude

2

The lightning club enhances power and precision, but don't play in a storm!

dress and talk as if they're on day release from the local funny farm.

You better not doubt their abilities, though. Despite Ace Golf's outward lunacy there's some extremely sophisticated golfing to be played across seven 18-hole courses.

The control pad is put to good use as you pull back the c-stick and flick it forward to swing. Your characters and their items level up as you improve on the fairway.

Ace Golf has everything a 'serious' golfing game has, plus many mad items you can win and use to improve your skills. What's more, nor are you likely to find better multiplayer golfing, thanks to the game's range of tournament modes, mini-games and head-to-head battling. OM

This camo chick is a whizz on the green. Alex took a particular shine to her

Talk to your caddy before each shot for helpful advice on getting the perfect shot

TIGER WOODS PGA TOUR 2003
BETTER THAN ACE GOLF WORSE THAN
MICROSOFT LINKS 2003

Inner zen-like peace results in better shots

GAMES VERDICT

There's great golfing gaming to be had in singleplayer, and some awesome action in multiplayer. A little bit weird and a whole lot good. **Lee** OM

GOOD VS BAD

- Good golfing physics beneath the madness
- An enormous game
- Limited visuals
- Steep learning curve for golf newbies

8
OUT OF TEN

Mystic Heroes™

GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: THQ
OUT: NOW
DEVELOPER: KOEI
URL: WWW.THQ.CO.UK

Tasty GameCube fireworks aplenty

Rack up consecutive hits for bonuses

No brainpower required: choose one of four mystical cartoon warriors and slay everything that moves. Hundreds of enemies attack you and your army and you have just one life to butcher them all. Luckily you have ranged magic, swords and giant spells of death at your disposal.

Made by Koei, this is just like the company's Dynasty Warriors series but done in a cartoon style and at an even more frenetic pace. As such, it's as brainlessly enjoyable as the Dynasty games, but will be far too repetitive for some. OM

Every level has a huge boss and you need to clobber them (hard) to progress

6
OUT OF TEN

DYNASTY TACTICS

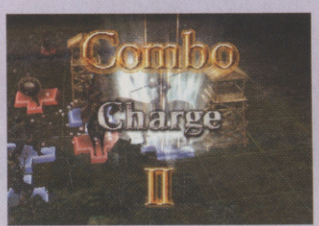
GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: THQ
OUT: NOW
DEVELOPER: KOEI
URL: WWW.THQ.CO.UK

These dynastic warriors have names like Chinese teas. Sadly, the turn-based action isn't as easy to swallow as you attempt to strategically move your pieces on a massive grid to bring down your rival in the fewest moves possible.

Clever tactical combos play a big role but you need to know your individual heroes' abilities inside out to get the combos to work. It's not very accessible, plus it looks a bit rank. This Dynasty is destined for a very niche audience. OM

The numbers indicate each unit's morale

5
OUT OF TEN

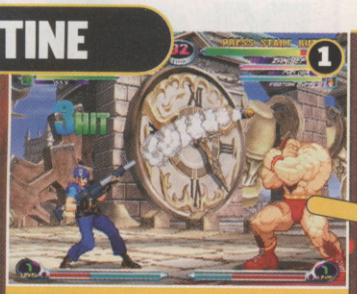


Combos are hard: you won't see this often

There's no interaction in battle cutscenes

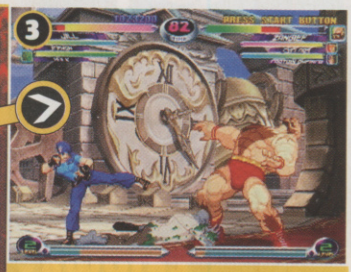
HAPPY VALENTINE

Capcom's zombie-mashing heroine Jill Valentine lines up with the 'game' lot. She looks wicked in a cartoon style, and her special attacks are a work of some genius. One, for example, summons arch foe Tyrant – but the lesser ones are great too.



First up, Zangief is given a little taster of the might of the grenade launcher

Zombie dogs were made famous by the great Resident Evil. Attack, Rover!



Summon up a hungry zombie to chew through your opponent's leg. Yummy!

MARVEL VS CAPCOM 2

A galaxy of thin fighters wreaking multicolour **mayhem. Let's fight!**

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: CAPCOM
OUT: OCT. 4
DEVELOPER: CAPCOM
URL: WWW.CAPCOM.COM

There is nothing cooler than watching Ryu and Spider-Man fight. Fact. Fireballs counteracted by webs. Spidey swinging in the sky. Ryu tagging in Res Evil's Jill Valentine, but Wolverine ending the fight by dealing out 52 hits in a haze of psychedelic plasma.

Two dimensions? Three? Forget that. Marvel vs Capcom 2 is exhilarating stuff, whatever. And anyway, Spidey and co. are off the pages of comics. Drawings are flat. Ryu and friends were born as sprites. They're flat too. Get over it.

If you don't, you'll miss a fantastic videogame. It's far more accessible than the likes of Capcom vs SNK 2, and features the finest roster of fighters in game history. A grand total of 52 of the greatest game and comic book characters ever are boldly drawn and flash about the screen.

EASY OPERATION

You pick your dream team of three fighters and kick ass. A minute or so of absolutely ballistic, screen-scorching action later, and you'll be either The Lord or The Bitch.

Any existing Street Fighter skills transfer across, but overall it's a much less difficult game to get good at. Hardcore fight fans might hate the epic special moves on the shoulder buttons, but this is a game that's seeking to include, not exclude.

If you've been put off these games before because of the Everest-like learning curve, then this could be your new brand of choice. The basic gameplay is similar to games of ten years ago, but old age didn't make Tetris crap, did it?

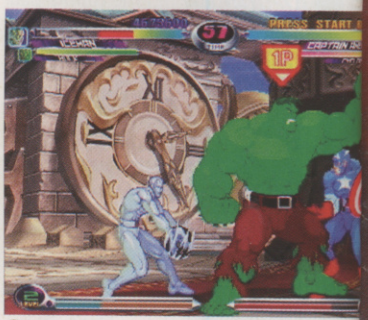
This looks and plays like videogames should. It's all noise and flashes and reactions. You'll have to play for ages to long to unlock the 32 characters that aren't initially playable, but since when was longevity a bad thing?

Spider-Man lands a mint uppercut. Check out the flying spit - wish we could do that

Bash all the shoulder buttons together to create something akin to a holocaust

This is Spidey's worst enemy. Bad luck, Spider-Man - just look at those gnashers!

VIRTUA FIGHTER 4
MARVEL VS CAPCOM 2
TEKKEN 4



Iceman catches Captain America's fart

Which 3D fight character can do that?

Whooosh! Guile's about to regret using a whole jumbo-sized can of hairspray

Old TVs break if you do a three-man special attack, y'know

VERDICT

Most of the finest heroes from the second dimension smack each other around in eye-watering Technicolor. This is fun even for the non-hardcore. **Dean**

GOOD VS BAD

- The roster of justice
- Accessible but rewarding
- Stacks to unlock

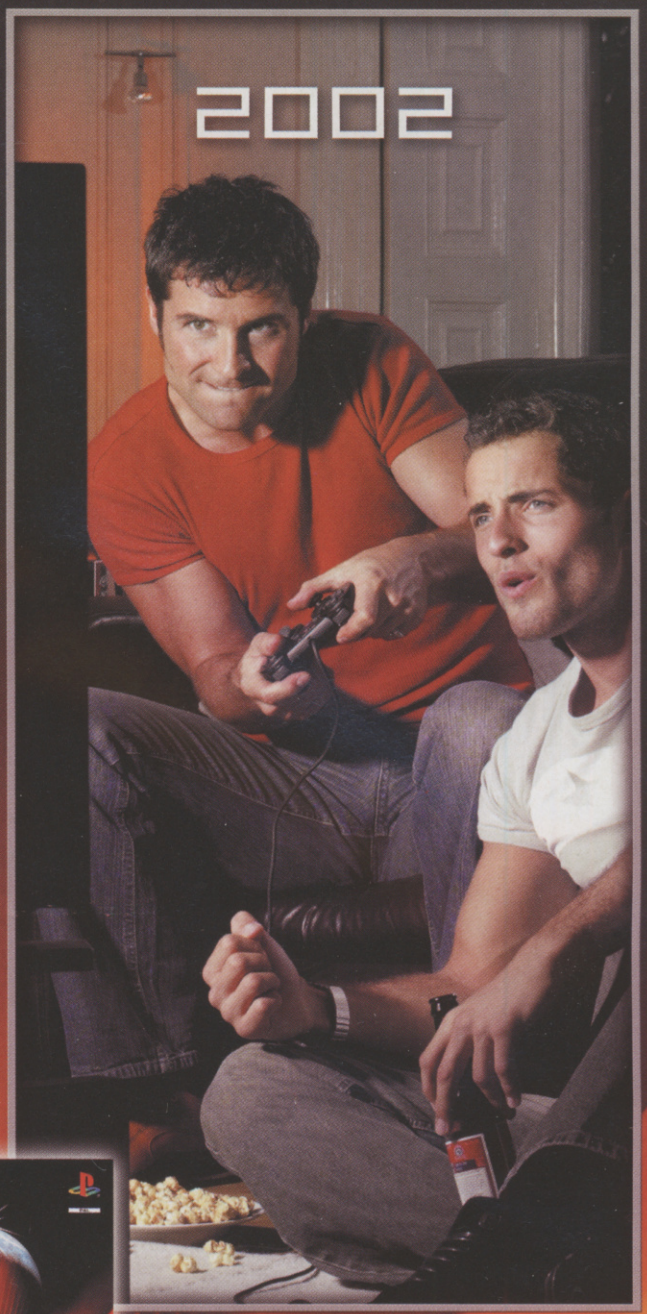
- Sprites look slightly too blocky
- Ultra-cheesy music
- Not very fashionable

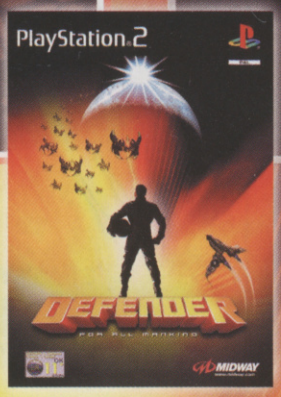
8
OUT OF TEN

IF YOU LIKE THIS TRY THESE...

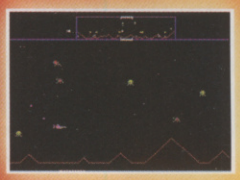
- *Capcom vs SNK 2 (PS2, GC)*
- *Street Fighter Alpha 3 (GBA)*

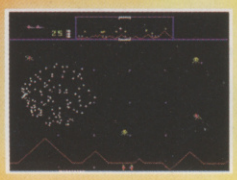
SOME THINGS NEVER CHANGE...





ACTUAL 1982 SCREENS





ACTUAL 2002 SCREENS

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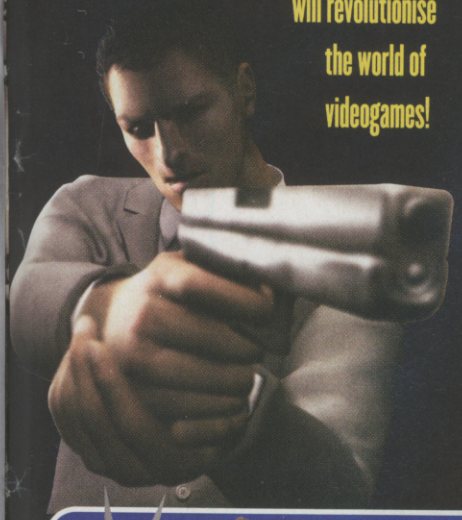
NEXT MONTH IN computer and video GAMES

WE THOUGHT THEY'D NEVER GET HERE

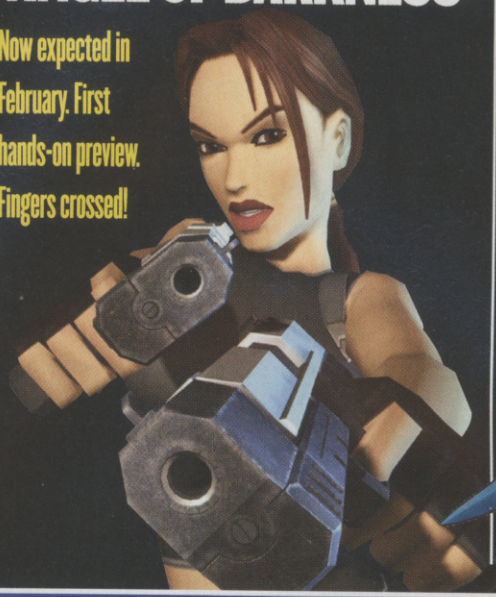
THE GETAWAY

Our definitive verdict on the game Sony promises will revolutionise the world of videogames!



TOMB RAIDER: ANGEL OF DARKNESS

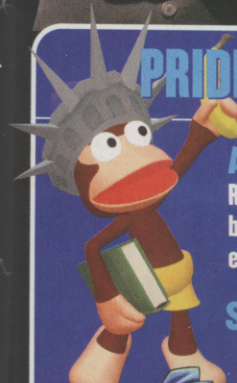
Now expected in February. First hands-on preview. Fingers crossed!



POKÉMON RUBY AND SAPPHIRE

We head off into the lush world of Houen and catch our first squad of Pokémon!

PRIDE OF PS2



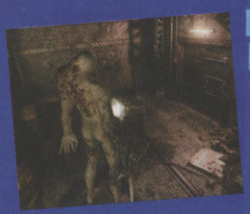
APE ESCAPE 2

Reviewed: this is going to be brilliant – the funniest game ever. Mad, but funny

SLY RACCOON

Reviewed: Metal Gear Mammal, as we call it. Cos we're comedy geniuses

GAMECUBE GOODIES



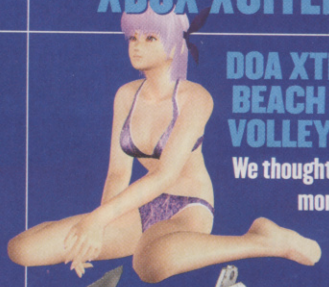
RESIDENT EVIL 0

We're want it so badly it's giving us haemorrhoids. Next: beyond the train!

ANIMAL CROSSING

Likely to be the last game on your list at the moment, but don't worry, you *will* see the light

XBOX XCITEMENT



DOA XTREME BEACH VOLLEYBALL

We thought you'd like to see more babes in bikinis. Call us stupid

STEEL BATTALIONS

Such an incredibly amazing experience, we just have to explain more about it... really, really awesome!

Contents subject to change without prior notice. It's not our fault, honest!

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7th

HARRY POTTER 2

This Potter romp on Xbox looks fantastic and sticks closely to the plot of the book!

What is the flying car that stars at the start of the second Harry Potter story?

■ A. Ford Orion ■ B. Austin Princess ■ C. Ford Anglia

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6th

TONY HAWK'S PRO SKATER 4

Trick like the Hawkster without getting your face busted open with his cool new skate 'em up

Which adult entertainer's voice guest stars in Activision's Tony Hawk's 4?

■ A. Jenny McComb ■ B. Jenna Jameson ■ C. Pamela Anderson

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5th

007: NIGHTFIRE

Bond's right back on form in NightFire; prepare your Xbox to be shaken, not stirred!

Which Bond actor has lent his face to EA's new Bond game?

■ A. Pierce Brosnan ■ B. Piers Brosnan ■ C. Pearce Brosnan

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4th

SPLINTER CELL

This really is the greatest stealth game ever. A tense tour de force, you *need* this game

What's the name of the hero you play in Ubi Soft's Splinter Cell?

■ A. Sam Fishfinger ■ B. Sam Angler ■ C. Sam Fisher

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3rd

QUANTUM REDSHIFT

You too could be polishing your very own hover-racer, all for the price of a stamp or a text

A quantum leap is a...

■ A. Sudden strike ■ B. Sudden headache ■ C. Sudden breakthrough

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2nd

MECH ASSAULT

Massive mech mayhem exclusively for Xbox. Mech your day, punk, and win a copy!

What console is Mech Assault exclusive to?

■ A. PS2 ■ B. Xbox ■ C. GameCube

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1st

One of the most original platformers in ages, Blinx, with his timesweeper, makes excellent use of Xbox's hard drive to add a new dimension to the gameplay – time manipulaton. Now, thanks to Santa CVG and Microsoft, five of you lucky gamers can nab your very own copy of this fantastic feline adventure AND an Xbox too! Meowowow!

Blinx mastermind Naoto Ohshima also co-created which other famous videogame superstar?

■ A. Sonic ■ B. Mario
■ C. Solid Snake

BLINX AND XBOX

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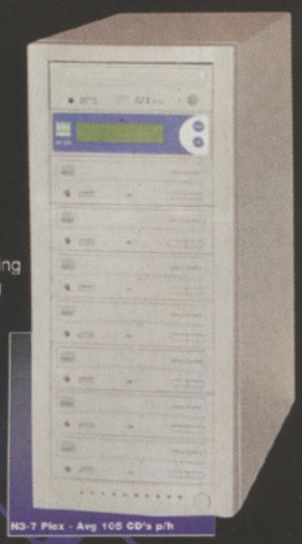

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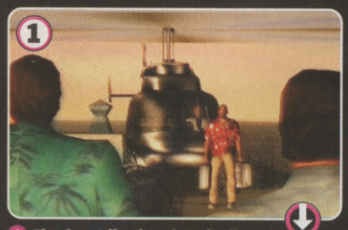
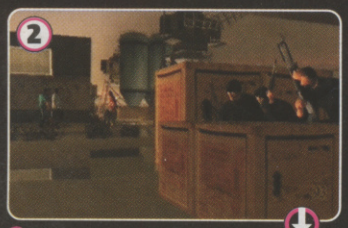
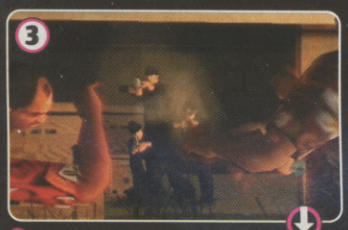


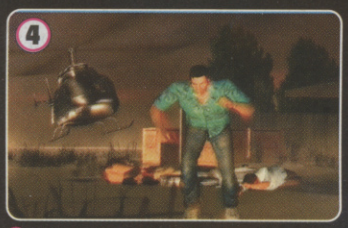
The drop-off point where it all goes wrong – it's where you start your life of crime



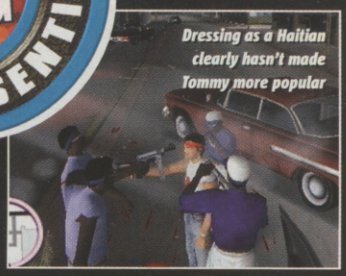
Big Trouble in Little Havana – the switch is about to be ambushed by toughs



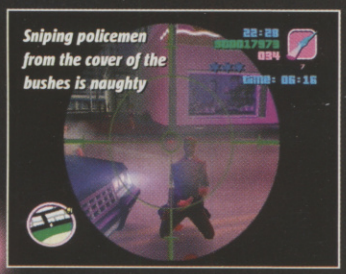
The mysterious gangsters waste no time in trying to cap everyone on the scene



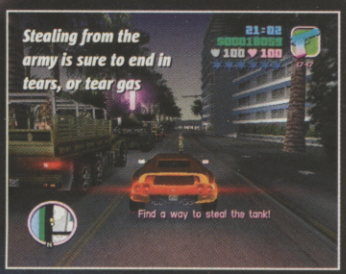
All except Tommy that is, who makes a beeline for the safety of the getaway vehicle



Dressing as a Haitian clearly hasn't made Tommy more popular



Sniping policemen from the cover of the bushes is naughty



Stealing from the army is sure to end in tears, or tear gas

1986. BILLIE JEAN ON THE RADIO. CARNAGE ON THE STREETS

Hey buddy, listen up. There's a shady stranger in town. Rumour is he's been serving time in the slammer up in Liberty City. Now that the punk's paid his debt to society, word is he's come down south to enjoy the Vice City sunshine.

Don't be fooled by that good-looking exterior, though. Beneath that bright Hawaiian shirt beats a heart colder than a polar bear's pecker. He's a man who'd steal your car and reverse over you in the street just for looking at him the wrong way, or machete your limbs clean off in broad daylight just for kicks.

Wait, why you lookin' at me with that twinkle in your eyes, man... Oh shoot, it's you ain't it? Wearing a frickin' golfing dude disguise! I didn't mean that stuff I said, honest. Put that shotgun away. Gaaaagh.

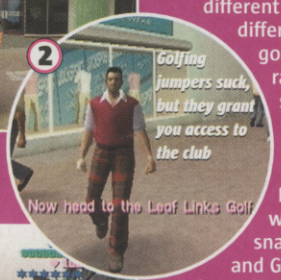
YOUR NEW LIFE

Your name is Tommy Vercetti and you have an entire city to take over in the sort-of sequel to arguably the best game of last year. The franchise that makes every Daily Mail reader want to reach for the writing set returns in a blaze of murder, corruption and giant 1980s shoulder pads.

The action begins when Tommy hooks up with his old mob boss Sonny Forelli down in Vice City. Tommy's warm welcome back to the Family

COSTUME DRAMA

Wear the boiler suit to blend in with the 'commie' workers' revolt

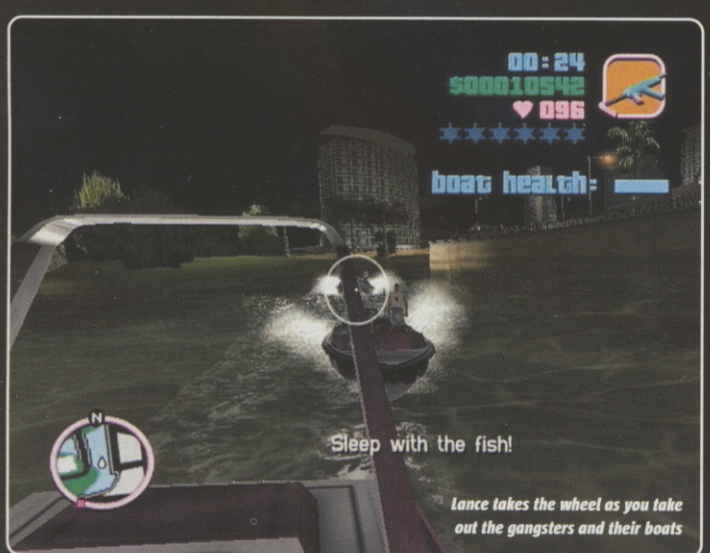


When all else fails, take comfort in some good Dynasty-style Eighties power-dressing

The globalisation of fashion stores means you can buy threads just like Tommy's at your local mall

He might enjoy dressing up, but Tommy's no Ken doll. Still, different missions require different looks if you're going to pass without raising too much suspicion.

Until you reach for your guns, that is. Check out Rafael's for smart wear, Sportjock's for snazzy sporting kit, and Gash superstore in the mall for casual wear. Then go get 'em!

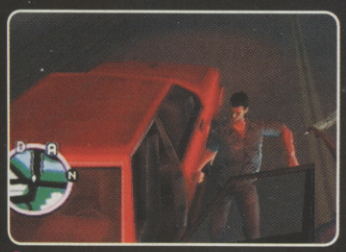


Lance takes the wheel as you take out the gangsters and their boats

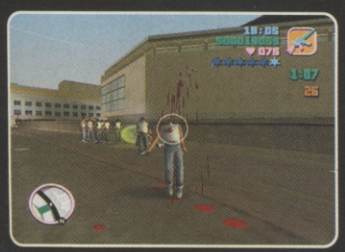
NAUGHTY STUFF

A simple enough challenge plus you get given a great big gun for the job

Part of being able to do what the hell you want in a sprawling den of sin is the freedom to go on spectacular rampages. Collect the skull-head tokens to start a challenge that usually involves capping a large number of innocents in a time limit. It's grizzly, but you'll get at cash bonus if you do well.



Drive off fast after a car-jacking or you could get yanked back out onto the street



Headshots are so easy to do you won't be able to resist their evil charms

abide by the law and be a helpful cabbie or paramedic, or choose to maraud around with guns blazing and a manic fire gleaming in your eyes.

Pretty much all options are open to you right from the start. If you get busted by the cops or killed you return to the streets outside the police station or hospital with a little less money in your back burner and stripped of all weapons, but you still have the option to carry on exactly where you left off, doing whatever it was you wanted to do.

Do you see what the Rockstar people did there? Funnee stuff

Kick him when he's down to finish him off but just don't grab his truncheon

DIRTY WORK

It's best not to wander too far from your objectives at the start, though, as completing early missions expands your list of contacts. This includes shady characters like brash Texan construction mogul Avery Carrington and Mexican businessman Colonel Cortez.

Visit any or all of them for different missions. Do enough of their dirty work and soon you'll not only have a stack of cash, you'll also have every mob boss in town thinking you're his very own special little thug. And all this for

involves making a drugs 'n' money drop but his first job doesn't go so well. Before you can say "Stick 'em up, muddy-funster," Tommy is worked over and loses both the money and Forelli's shipment of nose candy.

Rather than being sent to sleep with the fishes in a pair of specially tailored concrete boots, Tommy is allowed to find and take care of whoever was behind the heist. So begins your new life in Vice City. And, even at the start of the game, when you're running fairly simple errands for Sonny, it really does feel like a life you are in total control of.

You can explore the streets and the interiors of buildings at leisure,

Chase him! Big pink arrows identify your targets in and around town

Shoot drivers through the windows of their cars, then steal their wheels

ALL NEON-LIKE

Vice City's got the shoulder pads, the power suits and the tunes of the Eighties down to a 'Frankie Says Relax' T. There's even a shimmering neon sheen applied over the action to recreate that soft-focus Eighties TV look. The trails are a cool effect but they did do our eyes in a bit after a while. Thankfully you can turn them off in the options.

Crisp, clean and bright. Playing with the trails turned off will save your eyes

The same scene with the trails turned on looks more vibrant but might make you vomit

With enough cash you can buy hideouts to store outfits and save your progress

Money is the religion in Vice City and you are its faithful disciple. Sorry, vicar

carrying out some of the sickest, most satisfyingly wicked tasks seen in a game since – well, since GTA 3.

The game's easier challenges involve simple 'seek and destroy'-type missions where you hunt individuals down and execute them. That's not to say these are samey, though – the variation between even the simplest missions is unbelievable. One minute you'll need to waste somebody's wife but have to make it look like a car accident, the next you'll be executing a bunch of gang members in a set time limit before they radio in and discover something's wrong.

Tougher missions are sneaked into the gameplay as your time enters double figures. These have objectives like stealing armoured tanks from right under the army's nose during a parade, or protecting your allies by sniping rival gang members from a rooftop.

If all this sounds a bit familiar to everyone who loved GTA 3, that's because it is. But since when did capping gangsters in the head and seeing the blood plume out stop being fun? Besides, it's not like the Rockstar guys and gals didn't come up with any new ideas.

VICE IS NICE

Brand new for Vice City are missions like Phnom Pehn '86 – an on-rails aerial shoot-out where you have to destroy all targets as you fly by in a chopper. There are high-speed car chases of course, but you can also hop into speedboats for levels that play like something out of a Bond movie crossed with that super-smart speedboat bit in Face/Off.

There's enormous variation in the way you can tackle individual missions too, and one person's experience of Vice City is likely to be very different from another's. Take the 'Four Iron' mission as a great example. You need to 'retire' one of the bigwigs in town. He's on the golf course surrounded by his goons. The

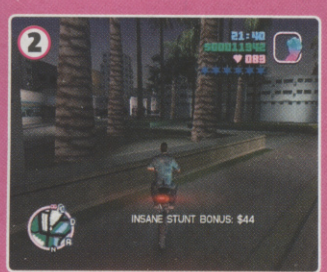
Hop into any golf buggy and you can steal the clubs inside to use as weapons

Walk into the pink cones to begin new missions or re-attempt old ones you've failed

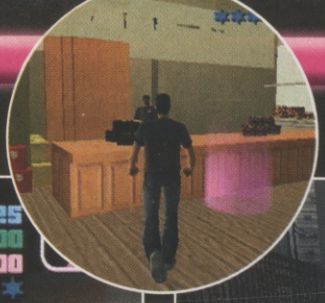
STUNTMAN? PAH!

While cruising around town you'll notice a number of suspiciously placed ramps and objects that have angled surfaces just ripe for attacking head on in the nearest vehicle you can rob. Hit ramps at high enough speeds and you'll pull off some awesome Insane Stunts. It's the same as GTA 3, but this time you can do it on stupidly fast motorbikes.

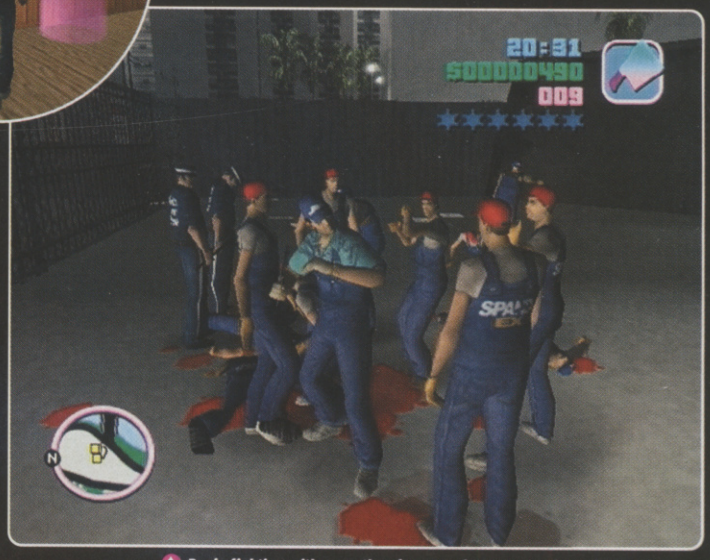
While night riding on the palm tree-lined Ocean View, Tommy finds a handy ramp which he soon puts to good use



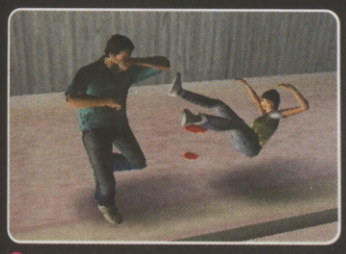
Sometimes your stunts will earn you some nice little cash bonuses, while other times you'll reach secret areas



Tommy shields his eyes from the full glare of 1980s interior design

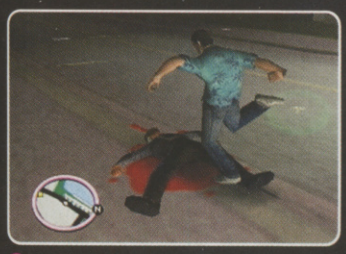


Begin fighting with more than four people at once and you start a riot



Once perfected, Tommy wanted to show off his bitch-slap move as often as possible

The cop was so shocked to feel the bullet in his flesh he drove into the lamppost



Kick him in the ass and money falls out, like some sort of bizarre human cashpoint machine

golf club has a metal detector preventing you taking guns onto the premises, and as soon as your target spots you he whizzes off in a golf buggy.

You could jump into a buggy and give chase, skilfully smacking into the side of his buggy at the right location to send him spilling over into the deep lake. Or you could exit the club house and pick up the Uzi just along the street, peg it back as your target is making his escape and mow him down from outside the metal detector's reach. You could steal all the buggies before he spots you so he has to escape on foot and simply run him down. Or park up near a conveniently placed barrel, climb over the wall and step on the fairway while avoiding the detector and retaining all your weapons.

PLAY MORE

The almost limitless ways of approaching the same mission reflect the general sense of exploration, experimentation and mischief when playing the game as a whole. Fail a mission and you face no 'Game Over' screen – there's not even a break in the action. You just carry right on playing and if you want to retry that mission, just go back to the relevant boss to trigger a restart of that mission.

The whole Vice City experience is set up to make sure you have as seamless a ride as possible. Vice City is your

Rough riding in this beast has ended the lives of your fellow men. Excellent

BABY YOU CAN RIDE MY CAR

It's never been easier to steal some poor sucka's vehicular pride and joy. Nicking bikes is especially satisfying as you can bash the rider clean off the seat before backing up over them, as they lay spread-eagled and helpless on the tarmac. Evil. Truly evil.

The Cheetah is the fastest sports car available and comes in flashy colours

You won't impress the Vice City ladies riding one of these

Radio-controlled 'copters rule and you get to fly in a real one later too. Start choppin'!

Your buddy Lance gets all gung-ho while you pilot the speedboat. Well, while you try to pilot the speedboat

Tommy joins Colonel Cortez's boys for a night out on the town. Going somewhere nice?

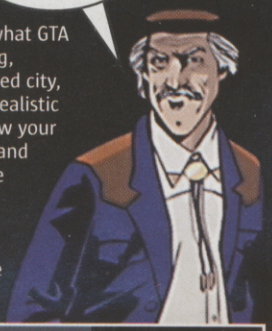
playground so use it – and there's very little in the game to get in the way of that sense of pure fun you get while you play.

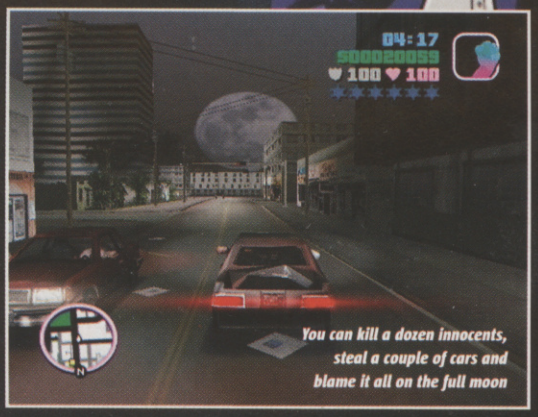
Do a drive-by by holding R2 or L2, just remember to watch where you're going

The pretty pink hearts prove that it's not all violence and destruction in Vice City

Purists will argue that this seamless approach isn't realistic but then, that's not what GTA is about. Despite the sprawling, vibrant and massively populated city, Vice City is perhaps the least realistic game we've seen in ages. Draw your weapon in front of the police and they probably won't react. The metal detector won't let you enter with a gun but you can walk through with a meat cleaver in your hands. Rob the guy in the Ryton Aide store, drive around the block for a minute then rob him again for a sweet way to make extra cash.

It's not at all realistic but it *is* consistent to the world in which it exists. With a few missions under your belt you'll start to understand the laws of this crazy world and how best to operate within them. With the exception of GTA 3 (and perhaps creaky Xbox yawn 'em up Morrowind) no other console game has delivered this amount of freedom to do what the hell you want, when you want. Plus it's all carried off with the cheekiest sense of fun and comic violence yet seen in the world of games. It's a staggering juggernaut of a game. There's simply no better action game for your cash this Christmas, and probably way beyond.





You can kill a dozen innocents, steal a couple of cars and blame it all on the full moon

BREAKIN' DA LAW!

If you're going to break the law you better be prepared for the consequences. Check out how out of hand your Vice City killing sprees can become. Here's just one of the reasons this has earned its CVG Perfect 10 – you won't see stuff like this in any other game out there.

Start shooting up the streets randomly and you'll attract some police attention

By this stage the police helicopters are circling and SWAT teams are capping you. Oh dear

The improved targeting helps you lock and load against the long arm of the law

The paramedics arrive just in the nick of time to ferry your dead body to the morgue. Nice

Kill the cops and defile their warm corpses – steal their ammo!

BARNY RECKONS

The feeling of astonishment that made GTA 3 such a benchmark is sadly omitted from Vice City – there just isn't quite enough new stuff to get excited about. The game's still great, but it could have done with a few more gameplay shocks to make you go "wow" all over again. ***Barny***

VERDICT

An extraordinarily well-made and spectacularly violent game that lives up to the hype generated – and then some. There must be at least 50 hours of play, and with so many secrets it's hard to imagine anyone tiring of playing this – ever. ***Lee***

GOOD VS BAD

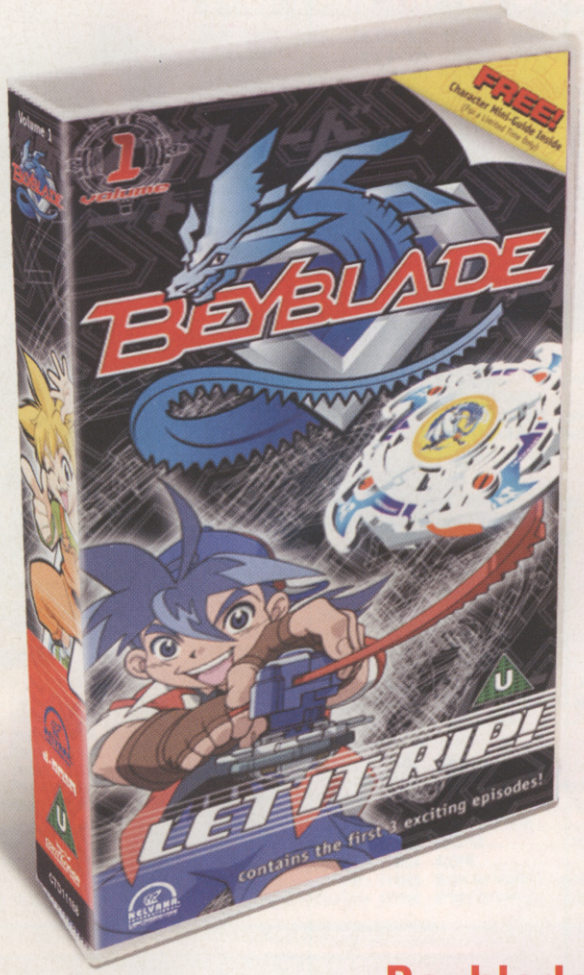
- Huge, living city
- Do whatever you want to do
- Break the law for fun
- Will upset your vicar
- Camera can be a bit iffy sometimes

IF YOU LIKE THIS TRY THESE...

- *GTA 3 (PS2)*
- *Driver 2 (PSone)*

10 OUT OF TEN

get ready to let it rip!



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PART TWO IN OUR QUEST TO RUMBLE

BRITAIN'S BRAINIEST GAMER!

WIN COOL WWE BOOTY!

If aliens invaded our world, it would be clued-up CVG readers that some secret intergalactic agency would recruit to pilot prototype Starfighters and other great stuff like that.

But until now you've all been kept a secret, so we've set a cunning trap that no self-respecting games guru could resist: answer these questions to prove yourself **BRITAIN'S BRAINIEST GAMER!**

Over the next few issues, CVG is running a bunch of questions and picking out a winner each time. Then, in May next year, we'll invite all six winners to our London HQ for a Grand Finale. In addition to facing a final set of super-difficult games-related questions, we'll test other attributes to discover whether or not you have the faculties to be a true gaming champion! Only the worthy will survive.

And as well as being bestowed with the much coveted title of Britain's Brainiest Gamer, there's a bunch of fantastic WWE-themed prizes destined for the winner: a PlayStation 2 signed by a WWE superstar and the opportunity to interview one of the wrestlers, as well as a copy of SmackDown! Shut Your Mouth. Don't worry if you don't quite make the grade, though: one lucky runner-up will also get a signed PS2 and copy of the game. Cool!

Send us the answers to these questions on a postcard. Prove you're the saviour of the gaming universe and claim your winnings. Fifteen questions. Starts easy. Ends tough. Let's have you!

Send your answers to:
Britain's Brainiest Gamer #254
Computer And Video Games, Dennis Publishing
30 Cleveland Street, London, W1T 4JD
Closing date for this issue is 18 December 2002

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BRITAIN'S BRAINIEST GAMER! PART 2/6

EASY

1. Which game do this lot fight for?
- ❑ A .....Tekken 4
- ❑ B ....Virtua Fighter 4
- ❑ C Bloody Roar Extreme

2. Name this game:
- ❑ A .....Gran Turismo
- ❑ B .....Ridge Racer
- ❑ C .....Burning Road

3. And this one:
- ❑ A .....Exhaust Heat
- ❑ B.....Power Drift
- ❑ C .....F-Zero

4. What is the name of Nintendo's wireless controller?

.....

5. Name Fox McCloud's three sidekicks

.....

.....

MEDIUM

6. Who is Crash Bandicoot's archenemy?

.....

.....

7. Who are the STARS of the original Resident Evil?

.....

.....

8. Who created Sonic The Hedgehog?

.....

.....

9. How many levels are there in Super Mario World?

- ❑ A.....120
- ❑ B.....96
- ❑ C.....30

10. Name the Chemical Brothers track used in the original Wipeout:

.....

.....

.....

.....

.....

.....

HARD

11. The PS2 has an Emotion Engine. What did the N64 have?

.....

12. Who invented Tetris?

.....

13. Who invented PlayStation?

.....

14. What does Atari mean?

ATARI

.....

15. What does CAPCOM stand for?

.....

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•NESSAJA	Scooter	112050	•ALIVE	S Club	112243	•THE SCIENTIST	Coldplay	112269
•IT'S ALL GRAVY	Romeo & C.Milian	112240	•COME INTO MY WORLD	Kylie	112271	•JENNY FROM THE BLOCK	Jlo	112270
•POSSE	Scooter	112282	•OBJECTION	Shakira	112235	•I'M RIGHT HERE	Sam Mumba	112272
•I LOVE ROCK N ROLL	Britney	112043	•STRONGER	Sugababes	112275	•LUV U BETTA	LL Cool J	112274
•DIE ANOTHER DAY	Madonna	112261	•UNBREAKABLE	Westlife	112238	•WHAT U LOOKING AT	W. Houston	112277
•HOLIDAY	Mad'house	112231	•NU FLOW	Big Brothers	112232	•1000 KISSES	Will Smith	112280
•HEY SEXY LADY	Shaggy	112245	•HAPPY	Ashanti	112219	•YOU AND I	Will Young	112281
•DIRRTY	Christina Aguillera	112256	•LIKE I LOVE YOU	Justin Timberlake	112241	•HEART OF GOLD	Kelly Llorenna	112283
•WORK IT	Missy Elliot	112246	•HEAVEN	DJ Sammy	112229	•RUSHES	Darius	112284

POLYPHONIC

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KETCHUP SONG	LasKetchup	121151
LOGICAL SONG	Scooter	121149
NESSAJA	Scooter	121150
DILEMMA	Nelly & Kelly	121152
LIVIN IT UP	Ja Rule	121133
STAN	Eminem	121116
CASTLES IN' SKY	Ian V.Dahl	121117
SMOOTH CRIMINAL	AAF	121123
HEY BABY	DJ Otzi	121118
JAMES BOND	Theme	121111
BATMAN	Theme	121112
WITHOUT ME	Eminiem	121113
STILL DRE	Dr Dre/Eminem	121114
MISSION IMPOSSIBLE	Theme	121115
STAR TREK	Theme	121119
KNIGHT RIDER	Theme	121120
AIRWOLF	Theme	121121
A TEAM	Theme	121122
BILLIE JEAN	Michael Jackson	121124
JAWS	Theme	121125
633 SQUADRON	Theme	121126
GET U R FREAK ON	M.Elliott	121127
STAR WARS	Theme	121128
'CAUSE I GOT HIGH	Afroman	121129
MUPPET SHOW	Theme	121130
HOUSE OF FUN	Madness	121131
BAD INTENTIONS	Dr Dre/Em.	121132
GHOSTBUSTERS	Theme	121134
TETRIS	Arcade Theme	121135
BUBBLE BOBBLE	Arc.Theme	121136
HAPPY DAYS	Theme	121137
INSPECTOR GADGET	Theme	121138
MEN IN BLACK	Theme	121139
ICE ICE BABY	Vanilla Ice	121140

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POPULAR

THE TIDE IS HIGH	Atomic Kitten	112029
ROUND ROUND	Sugababes	112018
JUST A LITTLE	Liberty X	111935
WORDS R NOT ENOUGH	Steps	111600
ANY ONE OF US	Gareth Gates	111988
LITTLE LESS CONVE.	Elvis vs JXL	111957
UND'RN'TH UR CLOTHES	Shakira	111992
KISS KISS	Holly Valance	111898
GOT 2 HAVE UR LOVE	Liberty X	112024
FOOLISH	Ashanti	111921
WHENEVER WHEREVER	Shakira	111661
DOWN BOY	Holly Valance	112132
HARD KNOCK LIFE	Dr Evil & M.Me	112012
NOD YA HEAD	Will Smith	112007
COLOUR BLIND	Darius	112010
CAN'T GET U OUTA MY	Kylie	111388
"HEY BABY (UHHAHH)"	DJ Otzi	111446
HERO	Enrique Inglesias	111642
LONG & WINDING	Gareth&Will	112028
ONE LOVE	Blue	112223
IN AND OUT	3rd Edge	112033
SUSPICIOUS MINDS	G.Gates	112224
WHEN I LOST YOU	S.Whatmore	112138
WILL ALWAYS LUV U	Rik Waller	111685

UK GARAGE

DY-NA-MI-TEE	Miss Dynamite	112026
CROSSROADS	Blazin Squad	112034
ROMEO DUNN	Romeo	112025
HEARTLESS THEME	H'rtless Crew	111942

NU METAL

IN THE END	Linkin Park	111489
SMOOTH CRIMINAL	AAF	111377
PLACE IN MY HEAD	Linkin Park	111254
GIRL ALL BAD G'YS	Bowling4S.	112042
HEAVEN IS A HALFPIPE	OPM	111269

INDIE

WATERFALL	Stone Roses	111456
BITTER SWEET SYMP	The Verve	111292
STOP CRYING UR HEART	Oasis	111968
STOP CRYIN' UR HEART	Oasis	111968
BITTER SWEET SYMP	Verve	111292
THE HINDU TIMES	Oasis	111895

HIP HOP

CLEANING OUT'CLOSET	Eminem	112062
WITHOUT ME	Eminem	111952
LIVIN IT UP	Ja Rule	111931
OH BOY	Camron & J. Santana	112020
I NEED A GIRL	P Diddy	112006

DANCE

THE LOGICAL SONG	Scooter	111965
LIKE A PRAYER	Mad'house	112016
SHOOTING STAR	Flip N Fill	111987
SHOOTING STAR	Bang	111588
FOREVER	Dee Dee	112022
ALONE	Lasgo	112023
BLOW MY WHISTLE	DJ Alligator	111567
ST'RRY I'D S'PR'SE	P.Oakenfold	112048

ROCK

JUST LIKE A PILL	Pink	112149
HOW U REMIND ME	Nickelback	111671
BY THE WAY	Red Hot Chilli's	111998
TOO BAD	Nickelback	112030
PAPA DON'T PR'CH	K.Osb'rne	112144

RNB

HOT IN HERE	Nelly	111977
AWAYS ON TIME	Ja Rule	111644
GONNA BE ALRIGHT	J.Lopez	111996
GANGSTA LOVIN'	Eve f. A.Keys	112168
WHAT YOU GOT	Abs	112105

THEMES

MISSION IMPOSSIBLE	111121
ONLY FOOLS AND HORSES	111369
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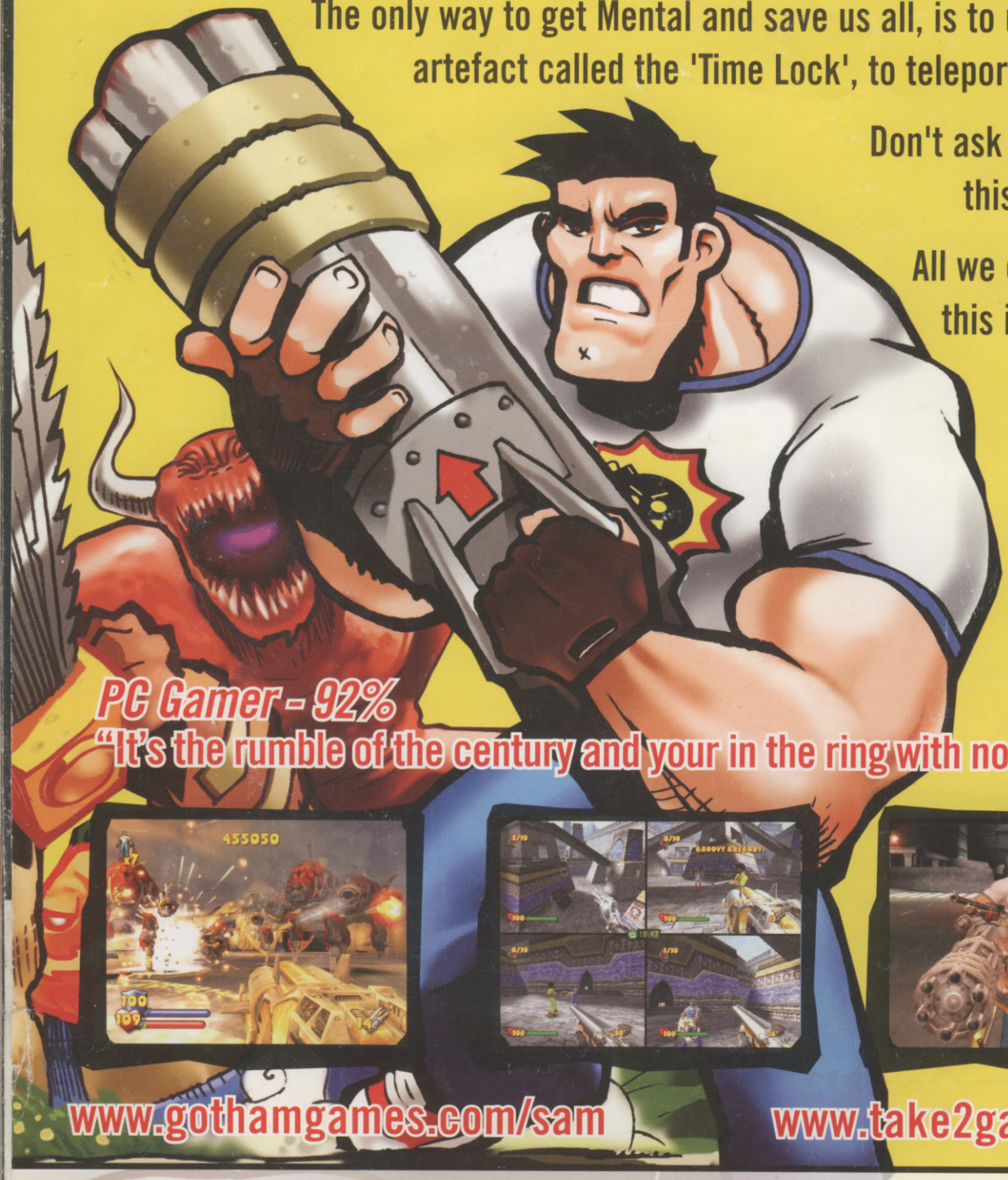

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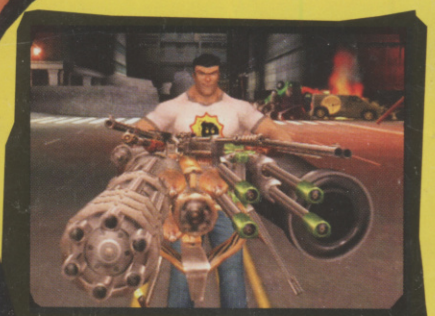

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